1 **import** edu.sjcny.gpv1.\*;

2 **import** java.awt.\*;

3

4 **public** class InterfaceUse extends DrawableAdapter

5 { **static** InterfaceUse ge = **new** InterfaceUse();

6 **static** GameBoard gb = **new** GameBoard(ge, "INTERFACES", 700, 700);

7 **static** Drawable[] items = **new** Drawable[6];

8

9 pub**l**ic **static** **void** main(String[] args)

10 {

11 items[0] = **new** TopHat(-10, 30, Color.BLUE, 51, 60); **//part off**

12 items[1] = **new** TopHat(350, 360, Color.BLACK, 51, 60);

13 items[2] = n**e**w TopHat(600, 640, Color.GREEN, 51, 60); **//part off**

14 items[3] = **new** SnowmanV9(-10, 120, Color.BLUE, 74, 152); **//part off**

15 items[4] = **new** SnowmanV9(200, 360, Color.BLACK, 80, 152);

16 items[5] = **new** SnowmanV9(400, 640, Color.GREEN, 80, 152); **//part off**

17 showGameBoard(gb);

18 }

19

20 **public** **void** draw(Graphics g)

21 {

22 **for**(**int** i = 0; i < items.length; i++)

23 {

24 **if**(items[i].canDraw(700, 700))

25 {

26 items[i].show(g);

27 }

28 }

29 }

30 }

**Figure 8.38 The application InterfaceUse.**