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

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

3

4 **public** **class** ShowTwoRowBoats **extends** DrawableAdapter

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

6 **static** GameBoard gb = **new** GameBoard(ge, "Show Two Row Boats");

7 **static** RowBoat rb1 = **new** RowBoat(30, 150, 200);

8 **static** RowBoat rb2 = **new** RowBoat(30, 250, 150);

9

10 **public** **static** **void** main(String[] args)

11 {

12 showGameBoard(gb);

13 }

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

15 {

16 rb1.show(g);

17 rb2.show(g);

18 }

19 }

**Figure 8.4 The application ShowTwoRowBoats.**