1 **import** java.awt.\*;

2

3 **public** **abstract** **class** GamePiece

4 {

5 **protected** int x;

6 **protected** int y;

7 **protected** int w;

8 **protected** int h;

9 **protected** Color hatColor;

10

11 }

**Figure 8.42 The abstract class GamePiece.**