

```

import objectdraw.*;

// program that adds 2 points to a displayed score whenever the
// mouse is clicked in the oval.
public class Basketball extends WindowController {
    // Location of the display
    private static final int DISPLAY_X = 150;
    private static final int DISPLAY_Y = 200;
    private static final int DISPLAYSIZE = 16; // in points

    // Location and dimensions of the hoop
    private static final int HOOPTOP = 50;
    private static final int HOOPLEFT = 160;
    private static final int HOOPWIDTH = 100;
    private static final int HOOPHEIGHT = 60;

    // the Text object which displays the count
    private Text display;

    // the oval that represent the hoop
    private FramedOval hoop;

    // the number of points
    private int score;

    // initialize the counter and the text message and create
    // the hoop
    public void begin()

    // increment the counter and update the text if player scores
    public void onMouseClick(Location point)
        // if the click is inside the hoop then
        // increment the score by 2 and update the text
        // to reflect the new score
}

```