

```
/**
 * File:  Score.java
 *
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 * @version December, 2007
 *
 * The class that keeps track of a score.
 *
 */

import acm.graphics.*;
import java.awt.*;

public class Score extends GLabel
{
    private int value;

    public Score(double x, double y, Color c)
    {
        super("0", x, y);

        this.value = 0;
        this.setColor(c);
        this.setFont(new Font("Serif", Font.BOLD, 36));
    }

    public void increase(int amount)
    {
        this.value = this.value + amount;
        this.setLabel(Integer.toString(this.value));
    }
}
```