```java
package cn.sxt.game;

import java.awt.Color;
import java.awt.Graphics;

/**
 * 炮弹类
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 *
 */
public class Shell extends GameObject {

    double degree;

    public Shell() {
        x=200;
        y=200;
        width=8;
        height=8;
        speed=3;
        degree=2*Math.PI*Math.random();
    }

    public void draw(Graphics g) {
        Color a=g.getColor();
        g.setColor(Color.yellow);

        g.fillOval((int)x, (int)y, width, height);

        //导弹沿着任意角度飞
        x+=speed*Math.cos(degree);
        y+=speed*Math.sin(degree);
        if(x<0||x>Constant.GAME_WIDTH-width) {
            degree=Math.PI-degree;
        }
```

```
        if(y<30||y>Constant.GAME_HEIGHT-height) {
                degree=-degree;
        }




        g.setColor(a);
    }
}
```