```java
package cn.sxt.game;
import java.awt.Graphics;
import java.awt.Image;
/*
* 爆炸类
*/
public class Explode {
        double x,y;
        static Image[] imgs = new Image[16];
        static {
                for(int i=0;i<16;i++){
                        imgs[i] = GameUtil.getImage("images/explode/e"+
(i+1)+".gif");
                        imgs[i].getWidth(null);
                }
        }

        int count;

        public void draw(Graphics g){
                if(count<=15){
                        g.drawImage(imgs[count], (int)x, (int)y, null);
                        count++;
                }
        }

        public Explode(double x,double y){
                this.x = x;
                this.y = y;
        }
```