

```
package cn.sxt.game;

import java.awt.Graphics;
import java.awt.Image;
import java.awt.event.KeyEvent;

public class Plane extends GameObject {
    int speed=3;
    boolean left,right,up,down;
    boolean live=true;

    public void drawSelf(Graphics g) {
if(live) {
        g.drawImage(img, (int)x, (int)y, null);
        if(left) {
            x-=speed;
        }
        if(right) {
            x+=speed;
        }
        if(up) {
            y-=speed;
        }
        if(down) {
            y+=speed;
        }
    }
}

    public Plane(Image img,double x,double y) {
        this.img=img;
        this.x=x;
        this.y=y;
        this.width=img.getWidth(null);
    }
}
```

```
        this.height=img.getHeight(null);  
    }  
}
```

//按下某个建，增加相应的方向

```
public void addDirection(KeyEvent e) {  
    switch (e.getKeyCode()) {  
        case KeyEvent.VK_LEFT:  
            left=true;  
            break;  
        case KeyEvent.VK_UP:  
            up=true;  
            break;  
        case KeyEvent.VK_RIGHT:  
            right=true;  
            break;  
        case KeyEvent.VK_DOWN:  
            down=true;  
            break;  
        default:  
            break;  
    }  
}
```

//松开某个建，取消相应的方向

```
public void minusDirection(KeyEvent e) {  
    switch (e.getKeyCode()) {  
        case KeyEvent.VK_LEFT:  
            left=false;  
            break;  
        case KeyEvent.VK_UP:  
            up=false;  
            break;  
        case KeyEvent.VK_RIGHT:  
            right=false;  
            break;  
        case KeyEvent.VK_DOWN:  
            down=false;  
    }  
}
```

```
        break;
    default:
        break;
    }
}
}
```