

```
package cn.sxt.game;

import java.awt.Graphics;
import java.awt.Image;
import java.awt.Rectangle;

/**
 * 游戏物体的父类
 * @author 江
 *
 */

public class GameObject {
    Image img;
    double x,y;
    int speed;
    int width,height;

    public void drawSelf (Graphics g) {
        g.drawImage(img,(int) x,(int) y, null);
    }

    public GameObject(Image img, double x, double y, int speed, int width,
int height) {
        super();
        this.img = img;
        this.x = x;
        this.y = y;
        this.speed = speed;
        this.width = width;
        this.height = height;
    }

    public GameObject(Image img, double x, double y) {
        super();
```

```
        this.img = img;
        this.x = x;
        this.y = y;
    }
```

```
public GameObject() {
}
//返回物体所在的矩形，便于后续的碰撞检测
public Rectangle getRect() {
    return new Rectangle((int)x, (int)y, width, height);
}
}
```