

```
1  public class invader {
2      int x;
3      int y;
4      float velx;
5      float vely;
6      String color;
7      int lives;
8      Boolean dead;
9
10     public void setInvader(int X, int Y, float velX, float velY, String Color){
11         this.x = X;
12         this.y = Y;
13         this.velx = velX;
14         this.vely = velY;
15         this.color = Color;
16         this.lives = 3;
17         this.dead = false;
18     }
19 }
20
```