**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.graphics.Bitmap;  
  
**public class** Animation  
{  
 **private** Bitmap[] **frames**;  
 **private int currentframe**;  
 **private long startTime**;  
 **private long delay**;  
 **private boolean playedOnce**;  
  
 **public void** setFrames(Bitmap [] frames )  
 {  
 **this**.**frames** = frames;  
 **currentframe** = 0;  
 **startTime** = System.*nanoTime*();}  
  
 **public void** setDelay(**long** d) {  
 **delay** = d;  
 }  
  
 **public void** setFrame(**int** i) {**currentframe** = i;}  
  
 **public void** update() {  
 **long** elapsed = (System.*nanoTime*() - **startTime**) / 1000000;  
  
 **if** (elapsed > **delay**) {  
 **currentframe**++;  
 **startTime** = System.*nanoTime*();  
  
 }  
 **if** (**currentframe** == **frames**.**length**) {  
 **currentframe** = 0;  
 **playedOnce** = **true**;  
 }  
 }  
  
 **public** Bitmap getImage()  
 {  
  
 **return frames**[**currentframe**];  
 }  
  
 **public int** getFrame(){**return currentframe**;}  
  
 **public boolean** playedOnce(){**return playedOnce**;}  
  
  
  
}