**package** com.example.raghav\_dell.my\_first\_game;  
  
  
**import** android.graphics.Bitmap;  
**import** android.graphics.Canvas;  
  
**public class** Background  
{  
 **private** Bitmap **image**;  
 **private int x**,**y**,**dx**;  
  
 **public** Background(Bitmap res)  
 {  
 **image** = res;  
 **dx**=GamePanel.***MOVESPEED*** ;  
 }  
 **public void** update()  
 {  
 **x**+=**dx**;  
 **if**( **x**<-GamePanel.***WIDTH***)  
 {  
 **x**=0;  
 }  
 }  
  
 **public void** draw(Canvas canvas)  
 {  
 canvas.drawBitmap(**image**,**x**,**y**,**null**);  
 **if**(**x**<0)  
 {  
 canvas.drawBitmap(**image**,**x**+GamePanel.***WIDTH***,**y**,**null**);  
 }  
 }  
  
}