**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.graphics.Bitmap;  
**import** android.graphics.Canvas;  
  
**public class** BotBorder **extends** GameObject  
{  
  
 **private** Bitmap **image**;  
 **public** BotBorder(Bitmap res,**int** x,**int** y)  
 {  
 **height**=200;  
 **width**=20;  
 **this**.**x**=x;  
 **this**.**y**=y;  
 **dx**=GamePanel.***MOVESPEED***;  
  
 **image**=Bitmap.*createBitmap*(res,0,0,**width**,**height**);  
  
  
 }  
  
 **public void** update()  
 {  
 **x**+=**dx**;  
 }  
 **public void** draw (Canvas canvas)  
 {  
 canvas.drawBitmap(**image**,**x**,**y**,**null**);  
  
 }  
}