**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.graphics.Bitmap;  
**import** android.graphics.Canvas;  
  
**public class** Explosion  
{  
 **private int x**;  
 **private int y**;  
 **private int width**;  
 **private int height**;  
 **private int row**;  
 **private** Animation animation =**new** Animation();  
 **private** Bitmap **spritesheet**;  
  
 **public** Explosion(Bitmap res,**int** x,**int** y,**int** w,**int** h,**int** numFrames)  
 {  
 **this**.**x**=x;  
 **this**.**y**=y;  
 **this**.**width**=w;  
 **this**.**height**=h;  
  
 Bitmap image[]=**new** Bitmap[numFrames];  
  
 **spritesheet**=res;  
  
 **for**(**int** i=0;i<image.**length**;i++)  
 {  
 **if**(i%5==0 && i>0)**row**++;  
 image[i]= Bitmap.*createBitmap*(**spritesheet** ,(i-(5\***row**))\***width**,**row**\***height**,**width**,**height**);  
  
 }  
 animation.setFrames(image);  
 animation.setDelay(10);  
  
 }  
 **public void** draw(Canvas canvas)  
 {  
 **if**(!animation.playedOnce())  
 {  
 canvas.drawBitmap(animation.getImage(),**x**,**y**,**null**);  
 }  
  
 }  
  
 **public void** update()  
 {  
 **if**(!animation.playedOnce())  
 {  
 animation.update();  
 }  
 }  
 **public int** getHeight(){**return height**;}  
  
  
}