**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.graphics.Rect;  
  
**public abstract class** GameObject {  
 **protected int x**;  
 **protected int y**;  
 **protected int dy**;  
 **protected int dx**;  
 **protected int height**;  
 **protected int width**;  
  
 **public void** setX(**int** x)  
 {  
 **this**.**x**=x;  
 }  
 **public void** setY(**int** y)  
 {  
 **this**.**y**=y;  
 }  
 **public int** getX()  
 {  
 **return x**;  
 }  
 **public int** getY()  
 {  
 **return y**;  
 }  
 **public int** getHeight()  
 {  
 **return height**;  
 }  
 **public int** getWidth()  
 {  
 **return width**;  
 }  
 **public** Rect getRectangle()  
 {  
 **return new** Rect(**x**,**y**,**x**+**width**,**y**+**height**);  
 }  
  
 }