**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.graphics.Bitmap;  
**import** android.graphics.Canvas;  
  
**import** java.util.Random;  
  
**public class** Missile **extends** GameObject {  
 **private int score**;  
 **private int speed**;  
 **private** Random **rand**= **new** Random();  
 **private** Animation **animation** = **new** Animation();  
 **private** Bitmap **spritesheet**;  
  
 **public** Missile(Bitmap res ,**int** x,**int** y,**int** w ,**int** h, **int** s,**int** numFrames)  
 {  
 **super**.**x**=x;  
 **super**.**y**=y;  
 **width**=w;  
 **height**=h;  
 **score**=s;  
  
 **speed**= 25 + (**int**)(**rand**.nextDouble()\***score**/30);  
  
 *//cap missile speed* **if**(**speed**>=55)**speed**=55;  
  
 Bitmap[] image = **new** Bitmap[numFrames];  
  
 **spritesheet** = res;  
  
 **for**(**int** i=0;i<image.**length**;++i)  
 {  
 image[i]=Bitmap.*createBitmap*(**spritesheet**,0,i\***height**,**width**,**height**);  
  
 }  
  
 **animation**.setFrames(image);  
 **animation**.setDelay(100-**speed**);  
  
 }  
 **public void** update()  
 {  
 **x**-=**speed**;  
 **animation**.update();  
  
 }  
 **public void** draw (Canvas canvas)  
 {  
 **try**{  
 canvas.drawBitmap(**animation**.getImage(),**x**,**y**,**null**);  
 }**catch**(Exception e){}  
 }  
  
 @Override  
 **public int** getWidth()  
 {  
 **return width**-10;  
 }  
}