**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.graphics.Bitmap;  
**import** android.graphics.Canvas;  
  
**public class** Player **extends** GameObject{  
 **private** Bitmap **spritesheet**;  
 **private int score**;  
  
 **private boolean playing**;  
 **private boolean up**;  
 **private** Animation **animation**= **new** Animation();  
 **private long startTime**;  
  
  
 **public** Player(Bitmap res,**int** w,**int** h,**int** numFrames)  
 {  
 **x**=100;  
 **y**=GamePanel.***HEIGHT***/2;  
 **dy**=0;  
 **score**=0;  
 **height** =h;  
 **width** =w;  
  
 Bitmap[] image = **new** Bitmap[numFrames];  
 **spritesheet**=res;  
  
 **for**(**int** i=0;i<image.**length**;i++)  
 {  
 image[i]=Bitmap.*createBitmap*(**spritesheet**,i\***width**,0,**width**,**height**);  
 }  
  
 **animation**.setFrames(image);  
 **animation**.setDelay(10);  
 **startTime**=System.*nanoTime*();  
  
 }  
  
 **public void** SetUp(**boolean** b){**up**=b;}  
  
 **public void** update()  
 {  
 **long** elapsed = (System.*nanoTime*()-**startTime**)/1000000;  
 **if** (elapsed>100)  
 {  
 **score**++;  
 **startTime**=System.*nanoTime*();  
 }  
 **animation**.update();  
 **if**(**up**)  
 {  
 **dy**-=3;  
 }  
 **else** {  
 **dy**+=3;  
 }  
 **if**(**dy**>16)**dy**=16;  
 **if**(**dy**<-16)**dy**=-16;  
  
 **y**+=**dy**\*2;  
 **dy**=0;  
  
  
  
 }  
  
 **public void** draw(Canvas canvas)  
 {  
 canvas.drawBitmap(**animation**.getImage(),**x**,**y**,**null**);  
 }  
  
 **public int** getScore(){**return score**;}  
  
 **public boolean** getPlaying(){**return playing**;}  
  
 **public void** setPlaying(**boolean** b){**playing**=b;}  
  
 **public void** ResetDY(){**dy**=0;}  
  
 **public void** ResetScore(){**score** =0;}  
  
  
}