**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.graphics.Bitmap;  
**import** android.graphics.Canvas;  
  
**public class** TopBorder **extends** GameObject {  
 **private** Bitmap **image**;  
  
 **public** TopBorder(Bitmap res,**int** x,**int** y,**int** h)  
 {  
 **height**=h;  
 **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)  
 {  
 **try** {  
 canvas.drawBitmap(**image**,**x**,**y**,**null**);  
 }**catch**(Exception e){};  
 }  
}