public class Timer extends java.lang.Thread{

public Timer(){;

}

public void run(){

while(true){

try{

Thread.sleep(50);

move();

for (Asteroid asteroid : asteroids){

asteroid.move();

if (collide(asteroid))

death();

}

for (int i = 0; i < missles.size(); i++){

missles.get(i).move();

System.out.println(missles.get(i).hit(asteroids));

if (missles.get(i).hit(asteroids) >= 0){

Asteroid asteroid = asteroids.get(missles.get(i).hit(asteroids));

score += 90 / asteroid.size;

if (asteroid.size > 1){

Random r = new Random();

asteroids.add(new Asteroid(asteroid.x, asteroid.y, asteroid.size - 1, r.nextInt(16)));

asteroids.add(new Asteroid(asteroid.x, asteroid.y, asteroid.size - 1, r.nextInt(16)));

}

asteroids.remove(missles.get(i).hit(asteroids));

missles.remove(i);

i--;

}

else if (missles.get(i).x < 0 || missles.get(i).x > 600 || missles.get(i).y < 0 || missles.get(i).y > 600){

missles.remove(i);

i--;

}

}

repaint();

}

catch(Exception e){}

}

}

}