

```
1  using System;
2  using System.Collections.Generic;
3  using System.Text;
4
5  using Microsoft.Xna.Framework;
6  using Microsoft.Xna.Framework.Content;
7  using Microsoft.Xna.Framework.Graphics;
8
9  namespace Demo_Animation_Explosion
10 {
11     /// <summary>
12     /// the Apple class
13     /// </summary>
14     public class Apple
15     {
16         #region Fields
17
18         // sprite image
19         private Texture2D _sprite;
20
21         // sprite location on screen
22         private Rectangle _drawRectangle;
23
24         // set sprite size
25         private const int _SPRITE_WIDTH = 64;
26         private const int _SPRITE_HEIGHT = 64;
27
28         #endregion
29
30         #region PROPERTIES
31
32         // Boolean to set status through the game loop
33         public bool Active { get; set; }
34
35         #endregion
36
37         #region Constructors
38
39         /// <summary>
40         /// constructs a new explosion object
41         /// </summary>
42         /// <param name="contentManager">the content manager</param>
43         public Apple(ContentManager contentManager)
44         {
45             // load the sprite
46             _sprite = contentManager.Load<Texture2D>("apple");
47
48             // initialize objects status as not active
49             Active = false;
50         }
51
52         #endregion
53
54         #region Public methods
55     }
```

```
56 | ☐ /// <summary>  
57 | /// draw the apple  
58 | /// </summary>  
59 | /// <param name="spriteBatch">the spriteBatch</param>  
60 | /// <param name="location">the Vector2 location of the apple on the screen<  
   | /param>  
61 | ☐ public void Draw(SpriteBatch spriteBatch, Vector2 location)  
62 | {  
63 |     // set the draw rectangle for the sprite on the screen  
64 |     _drawRectangle = new Rectangle(0, 0, _SPRITE_WIDTH, _SPRITE_HEIGHT);  
65 |     _drawRectangle.X = (int)location.X;  
66 |     _drawRectangle.Y = (int)location.Y;  
67 |   
68 |     spriteBatch.Draw(_sprite, _drawRectangle, Color.White);  
69 | }  
70 |   
71 | #endregion  
72 |   
73 | }  
74 | }
```