

```
package DemoGame;

import javax.swing.JFrame;

public class Main {
    public static void main(String[] args)
    {
        JFrame obj = new JFrame();
        GamePlay gameplay = new GamePlay();
        obj.setBounds(10, 10, 700, 600);
        obj.setTitle("BRICK-BREAKER");
        obj.setResizable(false);
        obj.setVisible(true);
        obj.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        obj.add(gameplay);

    }
}
```