```java
1  package com.flappybird.game;
2
3
4  import com.badlogic.gdx.ApplicationAdapter;
5  import com.badlogic.gdx.Gdx;
6  import com.badlogic.gdx.graphics.Texture;
7  import com.badlogic.gdx.graphics.g2d.SpriteBatch;
8
9  public class FlappyBird extends ApplicationAdapter {
10     SpriteBatch batch;
11     Texture background,tubeTop,tubeBottom;
12     Texture birds[];
13     int flapState = 0;
14     boolean gameState=false;
15     float gravity = 1.5f;
16     float velocity = 0;
17     float birdY = 0;
18
19     @Override
20     public void create () {
21         batch = new SpriteBatch();
22         background = new Texture("bg.png");
23         tubeTop = new Texture("toptube.png");
24         tubeBottom = new Texture("bottomtube.png");
25         birds = new Texture[2];
26         birds[0] = new Texture("bird.png");
27         birds[1] = new Texture("bird2.png");
28         birdY = Gdx.graphics.getHeight()/2f - birds[
   flapState].getHeight()/2f;
29     }
30
31
32
33     @Override
34     public void render () {
35         batch.begin();
36         batch.draw(background,0,0,Gdx.graphics.getWidth(),
   Gdx.graphics.getHeight());
37         if(Gdx.input.justTouched()){
38             gameState = true;
39             velocity = -30;
40         }
41
42         if(gameState){
43
```

```
44              if( flapState == 0 ){ flapState = 1; }
45              else { flapState = 0; }
46
47              if( birdY > 0 || velocity < 0 ){
48                  velocity = velocity + gravity;
49                  birdY = birdY - velocity;
50              }
51
52
53          }
54
55
56      batch.draw(tubeBottom,Gdx.graphics.getWidth()/2f -
   tubeBottom.getWidth()/2f,-Gdx.graphics.getHeight()*3/4f);
57      batch.draw(tubeTop,Gdx.graphics.getWidth()/2f -
   tubeTop.getWidth()/2f,Gdx.graphics.getHeight()*3/4f);
58
59      batch.draw(birds[flapState], Gdx.graphics.getWidth
   () /2f - birds[flapState].getWidth()/2f,birdY);
60      batch.end();
61  }
62  @Override
63  public void dispose () {
64      batch.dispose();
65      background.dispose();
66  }
67 }
```