

```
1  class Meat{
2
3      constructor(canvasBoundX, canvasBoundY){
4          this.canvas = null;
5          this.context = null;
6
7          this.canvasBoundX = canvasBoundX;
8          this.canvasBoundY = canvasBoundY;
9
10         this.x = Math.floor(Math.random() * this.canvasBoundX) - (this.canvasBoundX / 2);
11         this.y = Math.floor(Math.random() * this.canvasBoundY) - (this.canvasBoundY / 2);
12
13         this.image = new Image();
14
15         this.image.src = "resources/meat.png";
16     }
17
18     update(){
19         this.place(this.x, this.y);
20     }
21
22     respawn(){
23         this.place(
24             Math.floor(Math.random() * this.canvasBoundX) - (this.canvasBoundX / 2),
25             Math.floor(Math.random() * this.canvasBoundY) - (this.canvasBoundY / 2)
26         );
27
28         this.place(this.x, this.y);
29     }
30
31     place(x, y){
32         this.x = x;
33         this.y = y;
34
35         this.context.drawImage(
36             this.image,
37             (this.x + (this.canvasBoundX / 2)) - 25,
38             -(this.y - (this.canvasBoundY / 2)) - 25,
39             50,
40             50
41         );
42     }
43
44
45
46
47 }
```