```csharp
1  using Microsoft.Xna.Framework;
2  using Microsoft.Xna.Framework.Graphics;
3  using System;
4  using System.Collections.Generic;
5  using System.Text;
6
7  namespace GameDemo.Shared
8  {
9      class Animation
10     {
11         Texture2D texture;
12         public Texture2D Texture
13         {
14             get { return texture; }
15         }
16         /// <summary>
17         ///  Each texture is only 1 row so we just devide by the given columns
18         /// </summary>
19         public int FrameWidth
20         {
21             get { return Texture.Width / columns; }
22         }
23         public int totalFrames
24         {
25             get { return Texture.Width / FrameWidth; }
26         }
27         float milllisecondPerFrame;
28         public float MillisecondPerFrame
29         {
30             get { return milllisecondPerFrame; }
31         }
32
33         int columns;
34
35         public int FrameHeight
36         {
37             get { return Texture.Height; }
38         }
39         /// <summary>
40         /// Check wether the animation is looping
41         /// </summary>
42         public bool isLooping;
43
44         public Animation(Texture2D texture,float millisecondPerFrames,int
             columns,bool isLooping)
45         {
46             this.texture = texture;
47             this.milllisecondPerFrame = millisecondPerFrames;
48             this.columns = columns;
49             this.isLooping = isLooping;
50         }
51     }
52 }
53
```