package BrickBreakergame;

import java.util.\*;

import javax.swing.\*;

import java.awt.\*;

public class BrickBreaker {

public static void main(String[] args) {

JFrame frame=new JFrame();

GamePlay gp=new GamePlay();

frame.setBounds(10,10,700,600);//10-top,10-left,700-bottom,600-right

frame.setTitle("Breakout Ball");

frame.setResizable(false);

frame.setVisible(true);

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

frame.add(gp);

}

}