```java
package juego;

import java.awt.Color;

public class Items {
    private double x;
    private double y;
    private double bx;
    private double by;
    private double ancho;
    private double alto;
    private double giro;
    private Image imagenRoca;
    private Color color;
    private Image imagenBanana;

    public Items() {
        this.x = 2000;
        this.y =400;
        this.bx=3000;
        this.by=400;
        this.ancho = 50;
        this.alto = 50;
        this.giro = 0;
        this.imagenRoca = Herramientas.cargarImagen("rocas.png");
        this.imagenBanana = Herramientas.cargarImagen("banana.png");

    }

    public void crearPiedra() {
        Random random = new Random();
        int rand = random.nextInt(300,450);
        this.x =2000;
        this.y = rand;
    }
    public void crearBananas() {
         Random random = new Random();
         int rand = random.nextInt(300,450);
         this.bx =3000;
         this.by = rand;
    }

    public boolean saleDePantallaP() {
        //si la instancia x es menor a -100 retorna true
        if (this.x < -100) {
            return true;
        } else {
            return false;
        }
    }
    public boolean saleDePantallaB() {
        // si la instancia bx es menor a -100 retorna true
        if (this.bx < -100) {
            return true;
        } else {
            return false;
        }
    }
    public void dibujarBananas(Entorno e) {
        e.dibujarImagen(imagenBanana, bx, by,giro,.1);
        this.giro += 0.03;
    }

    public void dibujarPiedras(Entorno e) {
        e.dibujarImagen(imagenRoca, x, y, giro, .4);
        this.giro += 0.03;
    }//dibujarPiedras


    public void desplazarp() {
        this.x -=3;
    }
    public void desplazarb() {
        this.bx -=3;
    }

    public double getX() {
```

```
 83         return x;
 84     }
 85
 86     public double getY() {
 87         return y;
 88     }
 89
 90     public double getAncho() {
 91         return ancho;
 92     }
 93
 94     public double getAlto() {
 95         return alto;
 96     }
 97
 98     public double getBx() {
 99         return bx;
100     }
101
102     public double getBy() {
103         return by;
104     }
105
106
107 }
```