public void gameover() {

Stopwatch bida = new Stopwatch();

StdDraw.clear();

StdDraw.picture(0,0, ui.gameover , 2\*widthmax+500, 2\*widthmax+500);

StdDraw.show();

while(bida.elapsedTime() < 3) {};

}

public static void look() {

switch(utlit) {

case 1: backg = "astpics/space.jpg"; skipm = "astpics/ship.png"; skotm = "astpics/sidebullet.gif"; steinnm = "astpics/rock.png"; gameover = "astpics/gameover.png";

break;

case 2: backg = "astpics/wildWest.jpg"; skipm = "astpics/cowboy.png"; skotm = "astpics/cowbullet.png"; steinnm = "astpics/tumbleweed.png"; gameover = "astpics/desert.jpg";

break;

case 3: backg = "astpics/MarioBack.png"; skipm = "astpics/Mario.gif"; skotm = "astpics/Fire.gif"; steinnm = "astpics/Goom.gif"; gameover = "astpics/marioGameOver.jpg";

break;

case 4: backg = "astpics/breakingBad.jpg"; skipm = "astpics/walter.png"; skotm = "astpics/bulleta.gif"; steinnm = "astpics/HankBoy.png"; gameover = "astpics/BreakingOver.jpg";

}

}