**Пример игры Торпеда-корабль**

**import** android.app.Activity;  
**import** android.content.Context;  
**import** android.graphics.Bitmap;  
**import** android.graphics.BitmapFactory;  
**import** android.graphics.Canvas;  
**import** android.graphics.Color;  
**import** android.graphics.Matrix;  
**import** android.os.Bundle;  
**import** android.view.MotionEvent;  
**import** android.view.View;  
  
**public class** MainActivity **extends** Activity {  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(**new** DrawView(**this**));  
 }  
  
 **class** DrawView **extends** View {  
 **private** Bitmap **mShip**, **rok**, **bah**;  
 **private int mPosX**, **mPosY**, **dX** =2, **mXrok**, **mYrok**, **dY** = -10;  
 **private** Matrix **m**;  
 **private float vec**= -1;  
 **private int flagGo** = 0;  
  
  
 **public** DrawView(Context context) {  
 **super**(context);  
 **mPosX** = **mPosY** = 0;  
 **m** = **new** Matrix();  
**mShip** = BitmapFactory.*decodeResource*(getResources(), R.drawable.***shipn***);  
**rok** = BitmapFactory.*decodeResource*(getResources(), R.drawable.***rocket***);  
**bah** = BitmapFactory.*decodeResource*(getResources(), R.drawable.***explode***);  
 **mXrok** = 0; **mYrok** = 1400;  
 }  
  
 @Override  
 **protected void** onDraw(Canvas canvas) {  
*//canvas.drawARGB(80, 102, 204, 255);*canvas.drawColor(Color.***WHITE***);  
 **mPosX** += **dX**;*//координата Х объекта* **if** (**flagGo** == 1) {  
 **mYrok** = canvas.getHeight();  
 **flagGo** = 3;  
 }  
 *// настраиваем матрицу на изменение размера:  
 // в 0.5 раза по горизонтали  
 // в 0.5 по вертикали  
 // относительно точки (0, 0)* **if**(**mPosX**>canvas.getWidth()+**mShip**.getWidth()/2) {**vec** = 1; **dX** = -2;}  
 **if**(**mPosX** < -**mShip**.getWidth()/2) {**vec** = -1; **dX** = 2;}  
 **m**.reset();  
 **m**.setScale(**vec**\*0.5f, 0.5f, 0, 0);  
 **m**.postTranslate(**mPosX**, **mPosY**);  
 canvas.drawBitmap(**mShip**, **m**, **null**);  
  
 **if** (**flagGo** == 3) {  
 **mYrok** += **dY**;  
 canvas.drawBitmap(**rok**, **mXrok**, **mYrok**, **null**);  
 **if** (**mYrok** <=0) **flagGo** = 0;  
 *//проверка попадания в корабль* **if**(**vec** > 0) {  
 **if** (**mXrok** > **mPosX** && **mXrok** < **mPosX** + **mShip**.getWidth() / 2 &&  
 **mYrok** > **mPosY** && **mYrok** < **mPosY** + **mShip**.getHeight() / 2) {  
 canvas.drawBitmap(**bah**, **mPosX**, **mPosY**-40, **null**);  
 }  
 }  
 **else** {  
 **if** (**mXrok** < **mPosX** && **mXrok** > **mPosX** - **mShip**.getWidth() / 2 &&  
 **mYrok** > **mPosY** && **mYrok** < **mPosY** + **mShip**.getHeight() / 2) {  
 canvas.drawBitmap(**bah**, **mPosX**- **mShip**.getWidth() / 2, **mPosY**-40, **null**);  
 }  
 }  
 }  
 invalidate();  
 }  
  
  
 **public boolean** onTouchEvent(MotionEvent event) {  
 **int** eventAction = event.getAction();  
  
 *// int y = (int) event.getY();* **switch** (eventAction) {  
 **case** MotionEvent.***ACTION\_DOWN***:  
 **break**;  
 **case** MotionEvent.***ACTION\_MOVE***:  
 **break**;  
 **case** MotionEvent.***ACTION\_UP***:  
 **if** (**flagGo**==0) {  
 **flagGo** = 1;  
 **mXrok** = (**int**) event.getX();  
 }  
 **break**;  
 }  
  
 **return true**;  
 }  
 }  
}

 