public void perem() {

if (napr == 0) {

x++;

}

else if (napr == 1) {

x+=100;

y+=100;

}

else if (napr == 2) {

y++;

}

else if (napr == 3) {

y++;

x--;

}

else if (napr == 4) {

x--;

}

else if (napr == 5) {

x--;

y--;

}

else if (napr == 6) {

y--;

}

else if (napr == 7) {

y--;

x++;

}

if (x <= 0) {

napr = (int)(Math.random() \* 3);

if (napr == 2) {

napr = 7;

}

}

if (x >= 800 - 120) {

napr = (int)(Math.random() \* 3) + 3;

}

if (y <= 0) {

napr = (int)(Math.random() \* 3) + 1;

}

}

gamePodar[i].napr = (int)(Math.random() \* 3) + 5;