```
 1 class Hero {
 2     constructor (x,y) {
 3         this.x = x;
 4         this.y = y;
 5         this.dy = 0;
 6         this.dx = 0;
 7         this.img_left = new Image();
 8         this.img_left.src = "png/rocky_left.png";
 9         this.img_right = new Image();
10         this.img_right.src = "png/rocky_right.png";
11         this.pic = 0;
12         this.width = c;
13         this.height = this.width * 10 / 7;
14         this.going_left = false;
15         this.going_right = false;
16         this.looking = 1;
17         this.jumping = false;
18     }
19
20     jump() {
21         if (!this.jumping)
22             this.dy = - gravity * 10;
23     }
24
25     update() {
26         if (this.looking === 1) {
27             this.pic = 0;
28         } else {
29             this.pic = 1;
30         }
31
32         this.dy = Math.min(this.dy + gravity, 10);
33         this.y += this.dy;
34         this.jumping = true;
35         bricks.forEach((brick)=> {
36             if ((brick.x <= this.x && this.x < brick.x + c
   ) ||
37                 (brick.x <= this.x + this.width && this.x
   + this.width < brick.x + c)) {
38                 if ((this.y + this.height > brick.y) && (
   this.y - this.dy + this.height <= brick.y)) {
39                     this.y = brick.y - this.height;
40                     this.dy = 0;
41                     this.jumping = false;
42                 }
```

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43                }
44            });
45            if (this.y > canvas.height) {
46                alert("Game Over :(");
47                document.location.reload();
48            }
49
50
51            if (this.going_left) {
52                this.dx = Math.max(this.dx - 1, -10);
53            } else if (this.dx < 0) {
54                this.dx += 1;
55            }
56            if (this.going_right) {
57                this.dx = Math.min(this.dx + 1, 10);
58            } else if (this.dx > 0) {
59                this.dx -= 1;
60            }
61
62            this.x += this.dx;
63
64            bricks.forEach((brick)=> {
65                if ((this.y <= brick.y && brick.y < this.y +
    this.height) ||
66                    (this.y < brick.y + brick.height && brick.
    y + brick.height < this.y + c)) {
67                    if ((this.x + this.width > brick.x) && (
    this.x - this.dx + this.width <= brick.x)) {
68                        this.x = brick.x - this.width;
69                        this.dx = 0;
70                    }
71                }
72
73                if ((this.y <= brick.y && brick.y < this.y +
    this.height) ||
74                    (this.y < brick.y + brick.height && brick.
    y + brick.height < this.y + c)) {
75                    if ((this.x < brick.x + brick.width) && (
    this.x - this.dx >= brick.x + brick.width)) {
76                        this.x = brick.x + brick.width;
77                        this.dx = 0;
78                    }
79                }
80            });
81
```

```
82
83      }
84     draw () {
85          if (this.looking === 1)
86              ctx.drawImage(this.img_right,this.x, this.y,
    this.width, this.height);
87          else
88              ctx.drawImage(this.img_left,this.x, this.y,
    this.width, this.height);
89      }
90 }
```