import javax.swing.JPanel;

import javax.swing.Timer;

import java.awt.Graphics;

import java.awt.Graphics2D;

import java.awt.MouseInfo;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.awt.event.KeyListener;

public class Gframe extends JPanel implements ActionListener{

Timer mainTimer;

Player player;

public Gframe() {

player = new Player(240,210);

addKeyListener(new KeyEntry(player));

setFocusable(true);

mainTimer = new Timer(10,this);

mainTimer.start();

}

public void paint(Graphics g) {

super.paint(g);

Graphics2D c = (Graphics2D)g;

player.draw(c);

}

public void actionPerformed(ActionEvent arg0) {

player.updoot();

repaint();

}

}