

```
import java.awt.*;
import java.awt.image.*;
import javax.swing.*;

import java.util.*;

/*
 * This class extends JPanel
 *
 * we maintain a linked list collection of sprite (image) objects
 *
 * when anybody asks this JPanel to draw itself by calling
 * repaint(), the Java Swing library will call paintComponent()
 * which is where we draw the visible images from our collection
 */
class GamePanel extends JPanel
{
    private LinkedList<Sprite> sprites;

    // the ImageObserver provides a way for us to know
    // when the animated sprite (the explosion) is finished
    // exploding
    private ImageObserver imageobserver = null;

    // constructor
    public GamePanel(ImageObserver imageobserver)
    {
        sprites = new LinkedList<Sprite>();
        this.imageobserver = imageobserver;
    }

    // add a sprite
    public void registerSprite(Sprite sprite)
    {
        sprites.add(sprite);
    }

    // draw all of our sprites
    public void paintComponent(Graphics g)
    {
        super.paintComponent(g);
        Graphics2D g2 = (Graphics2D)g;

        for(Sprite s : sprites)
            if(s.isVisible())
                g2.drawImage(s.getImage(), s.getX(), s.getY(), imageobserver);
    }
}
```