

```
1 package src {
2
3     import flash.display.MovieClip;
4
5     public class bullet extends MovieClip{
6         public var velocity:Object;
7
8         public function bullet()
9         {
10             velocity = new Object();
11             velocity.x = 0;
12             velocity.y = 0;
13         }
14
15     }
16 }
17
```