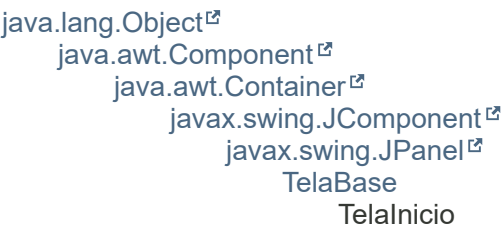


Class TelaInicio



All Implemented Interfaces:

[ActionListener](#), [ImageObserver](#), [MenuContainer](#), [Serializable](#), [EventListener](#), [Accessible](#)

```
public class TelaInicio
extends TelaBase
```

Classe da Tela Inicial do jogo

Version:

1.0

Author:

Arthur dos Santos Rezende

See Also:

[Serialized Form](#)

Nested Class Summary

Nested classes/interfaces inherited from class [TelaBase](#)

[TelaBase.EstadoJogo](#)

Nested classes/interfaces inherited from class [javax.swing.JPanel](#)

[JPanel.AccessibleJPanel](#)

Nested classes/interfaces inherited from class [javax.swing.JComponent](#)

[JComponent.AccessibleJComponent](#)

Nested classes/interfaces inherited from class [java.awt.Container](#)

[Container.AccessibleAWTContainer](#)

Nested classes/interfaces inherited from class [java.awt.Component](#)

[Component.AccessibleAWTComponent](#), [Component.BaselineResizeBehavior](#),
[Component.BltBufferStrategy](#), [Component.FlipBufferStrategy](#)

Field Summary

Fields		
Modifier and Type	Field	Description
private Image	backgroundImg	Imagens
private JButton	instrucoesButton	Botão para exibir as instruções do jogo
private Image	logoImg	Imagens
private final String	SECRET_CODE	Código secreto necessário para acessar a sala secreta
private JTextField	secreteTextField	Campo de texto onde o jogador poderá digitar o código secreto
private JButton	startButton	Botão para iniciar o jogo
private boolean	wasCappuccinoDefeated	Indica se o jogador derrotou o boss secreto
Fields inherited from class TelaBase		
ALTURA_TELA, efeito, estado, INTERVALO, LARGURA_TELA, musica, NOME_FONTE, save, TAMANHO_BLOCO, timer		
Fields inherited from class javax.swing.JComponent		
listenerList , TOOL_TIP_TEXT_KEY , ui , UNDEFINED_CONDITION , WHEN_ANCESTOR_OF_FOCUSED_COMPONENT , WHEN_FOCUSED , WHEN_IN_FOCUSED_WINDOW		
Fields inherited from class java.awt.Component		
accessibleContext , BOTTOM_ALIGNMENT , CENTER_ALIGNMENT , LEFT_ALIGNMENT , RIGHT_ALIGNMENT , TOP_ALIGNMENT		
Fields inherited from interface java.awt.image.ImageObserver		
ABORT , ALLBITS , ERROR , FRAMEBITS , HEIGHT , PROPERTIES , SOMEBITS , WIDTH		

Constructor Summary

Constructors	
Constructor	Description
TelaInicio (MusicPlayer musica)	Construtor da tela inicial

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
private void	acessSecretRoom ()	Carrega a tela da sala secreta
void	carregarImagens ()	Carrega as imagens necessárias para a tela inicial.

void	cleanUp()	Realiza limpeza de recursos antes da tela ser descartada.
void	desenharTela(Graphics g)	Renderiza os elementos visuais da tela inicial.
void	instrucoesButton()	Configura o botão de intruções.
void	loadBoss(int bossNum)	Carrega a tela de batalha contra um boss.
private void	mostrarInstrucoes()	Exibe as instruções do jogo em uma caixa de diálogo.
private void	newSave(File saveFile)	Cria um novo arquivo de save para o boss secreto com o valor padrão (o).
void	readSaveData()	Lê o arquivo de save do boss secreto para determinar se ele já foi derrotado.
void	secreteTextField()	Configura o campo de texto do código secreto.
void	startButton()	Configura o botão de início.
private void	triggerEvent()	Dispara o evento de acesso à sala secreta quando o código secreto é inserido corretamente.

Methods inherited from class TelaBase

actionPerformed, paintComponent, saveData, start

Methods inherited from class javax.swing.JPanel

getAccessibleContext, getUI, getUIClassID, paramString, setUI, updateUI

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, fireVetoableChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentGraphics, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingOrigin, isPaintingTile, isRequestFocusEnabled, isValidRoot, paint, paintBorder, paintChildren, paintImmediately, paintImmediately, print, printAll, printBorder, printChildren, printComponent, processComponentKeyEvent, processKeyBinding, processKeyEvent, processMouseEvent, processMouseMotionEvent, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize,

setMinimumSize[🔗], setNextFocusableComponent[🔗], setOpaque[🔗], setPreferredSize[🔗],
setRequestFocusEnabled[🔗], setToolTipText[🔗], setTransferHandler[🔗], setUI[🔗],
setVerifyInputWhenFocusTarget[🔗], setVisible[🔗], unregisterKeyboardAction[🔗], update[🔗]

Methods inherited from class java.awt.Container[🔗]

add[🔗], add[🔗], add[🔗], add[🔗], add[🔗], addContainerListener[🔗], addImpl[🔗], addPropertyChangeListener[🔗],
addPropertyChangeListener[🔗], applyComponentOrientation[🔗], areFocusTraversalKeysSet[🔗],
countComponents[🔗], deliverEvent[🔗], doLayout[🔗], findComponentAt[🔗], findComponentAt[🔗], getComponent[🔗],
getComponentAt[🔗], getComponentAt[🔗], getComponentCount[🔗], getComponents[🔗], getComponentZOrder[🔗],
getContainerListeners[🔗], getFocusTraversalKeys[🔗], getFocusTraversalPolicy[🔗], getLayout[🔗],
getMousePosition[🔗], insets[🔗], invalidate[🔗], isAncestorOf[🔗], isFocusCycleRoot[🔗], isFocusCycleRoot[🔗],
isFocusTraversalPolicyProvider[🔗], isFocusTraversalPolicySet[🔗], layout[🔗], list[🔗], list[🔗],
locate[🔗], minimumSize[🔗], paintComponents[🔗], preferredSize[🔗], printComponents[🔗],
processContainerEvent[🔗], processEvent[🔗], remove[🔗], remove[🔗], removeAll[🔗], removeContainerListener[🔗],
setComponentZOrder[🔗], setFocusCycleRoot[🔗], setFocusTraversalPolicy[🔗],
setFocusTraversalPolicyProvider[🔗], setLayout[🔗], transferFocusDownCycle[🔗], validate[🔗],
validateTree[🔗]

Methods inherited from class java.awt.Component[🔗]

action[🔗], add[🔗], addComponentListener[🔗], addFocusListener[🔗], addHierarchyBoundsListener[🔗],
addHierarchyListener[🔗], addInputMethodListener[🔗], addKeyListener[🔗], addMouseListener[🔗],
addMouseMotionListener[🔗], addMouseWheelListener[🔗], bounds[🔗], checkImage[🔗], checkImage[🔗],
coalesceEvents[🔗], contains[🔗], createImage[🔗], createImage[🔗], createVolatileImage[🔗],
createVolatileImage[🔗], disableEvents[🔗], dispatchEvent[🔗], enable[🔗], enableEvents[🔗],
enableInputMethods[🔗], firePropertyChange[🔗], firePropertyChange[🔗], firePropertyChange[🔗],
firePropertyChange[🔗], firePropertyChange[🔗], firePropertyChange[🔗], getBackground[🔗], getBounds[🔗],
getColorModel[🔗], getComponentListeners[🔗], getComponentOrientation[🔗], getCursor[🔗], getDropTarget[🔗],
getFocusCycleRootAncestor[🔗], getFocusListeners[🔗], getFocusTraversalKeysEnabled[🔗], getFont[🔗],
getForeground[🔗], getGraphicsConfiguration[🔗], getHierarchyBoundsListeners[🔗],
getHierarchyListeners[🔗], getIgnoreRepaint[🔗], getInputContext[🔗], getInputMethodListeners[🔗],
getInputMethodRequests[🔗], getKeyListener[🔗], getLocale[🔗], getLocation[🔗], getLocationOnScreen[🔗],
getMouseListeners[🔗], getMouseMotionListeners[🔗], getMousePosition[🔗], getMouseWheelListeners[🔗],
getName[🔗], getParent[🔗], getPropertyChangeListeners[🔗], getPropertyChangeListeners[🔗], getSize[🔗],
getToolkit[🔗], getTreeLock[🔗], gotFocus[🔗], handleEvent[🔗], hasFocus[🔗], imageUpdate[🔗], inside[🔗],
isBackgroundSet[🔗], isCursorSet[🔗], isDisplayable[🔗], isEnabled[🔗], isFocusable[🔗], isFocusOwner[🔗],
isFocusTraversable[🔗], isFontSet[🔗], isForegroundSet[🔗], isLightweight[🔗], isMaximumSizeSet[🔗],
isMinimumSizeSet[🔗], isPreferredSizeSet[🔗], isShowing[🔗], isValid[🔗], isVisible[🔗], keyDown[🔗], keyUp[🔗],
list[🔗], list[🔗], list[🔗], location[🔗], lostFocus[🔗], mouseDown[🔗], mouseDrag[🔗], mouseEnter[🔗], mouseExit[🔗],
mouseMove[🔗], mouseUp[🔗], move[🔗], nextFocus[🔗], paintAll[🔗], postEvent[🔗], prepareImage[🔗],
prepareImage[🔗], processComponentEvent[🔗], processFocusEvent[🔗], processHierarchyBoundsEvent[🔗],
processHierarchyEvent[🔗], processInputMethodEvent[🔗], processMouseWheelEvent[🔗], remove[🔗],
removeComponentListener[🔗], removeFocusListener[🔗], removeHierarchyBoundsListener[🔗],
removeHierarchyListener[🔗], removeInputMethodListener[🔗], removeKeyListener[🔗],
removeMouseListener[🔗], removeMouseMotionListener[🔗], removeMouseWheelListener[🔗],
removePropertyChangeListener[🔗], removePropertyChangeListener[🔗], repaint[🔗], repaint[🔗], repaint[🔗],
requestFocus[🔗], requestFocus[🔗], requestFocusInWindow[🔗], resize[🔗], resize[🔗], setBounds[🔗],
setBounds[🔗], setComponentOrientation[🔗], setCursor[🔗], setDropTarget[🔗], setFocusable[🔗],
setFocusTraversalKeysEnabled[🔗], setIgnoreRepaint[🔗], setLocale[🔗], setLocation[🔗], setLocation[🔗],
setMixingCutoutShape[🔗], setName[🔗], setSize[🔗], setSize[🔗], show[🔗], show[🔗], size[🔗], toString[🔗],
transferFocus[🔗], transferFocusBackward[🔗], transferFocusUpCycle[🔗]

Methods inherited from class java.lang.Object[🔗]

clone[🔗], equals[🔗], finalize[🔗], getClass[🔗], hashCode[🔗], notify[🔗], notifyAll[🔗], wait[🔗], wait[🔗], wait[🔗]

Field Details

startButton
<pre>private JButton startButton</pre> <p>Botão para iniciar o jogo</p>
instrucoesButton
<pre>private JButton instrucoesButton</pre> <p>Botão para exibir as instruções do jogo</p>
backgroundImg
<pre>private Image backgroundImg</pre> <p>Imagens</p>
logoImg
<pre>private Image logoImg</pre> <p>Imagens</p>
wasCappuccinoDefeated
<pre>private boolean wasCappuccinoDefeated</pre> <p>Indica se o jogador derrotou o boss secreto</p>
secreteTextField
<pre>private JTextField secreteTextField</pre> <p>Campo de texto onde o jogador poderá digitar o código secreto</p>
SECRET_CODE
<pre>private final String SECRET_CODE</pre> <p>Código secreto necessário para acessar a sala secreta</p> <p>See Also: Constant Field Values</p>

Constructor Details

TelaInicio

TelaInicio(**MediaPlayer** musica)

Construtor da tela inicial

Parameters:

musica - Player de música compartilhado entre telas

Method Details

startButton

public void startButton()

Configura o botão de início. Ao ser apertado, carrega a tela de jogo

instrucoesButton

public void instrucoesButton()

Configura o botão de intruções. Ao ser apertado, mostra os controles e o objetivo do jogo

mostrarInstrucoes

private void mostrarInstrucoes()

Exibe as instruções do jogo em uma caixa de diálogo.

secreteTextField

public void secreteTextField()

Configura o campo de texto do código secreto. Caso o jogador digitar o código corretamente, dispara o evento de acesso à sala secreta.

triggerEvent

private void triggerEvent()

Dispara o evento de acesso à sala secreta quando o código secreto é inserido corretamente.

Verifica se o boss secreto já foi derrotado. Se não, carrega a batalha contra o boss secreto.

loadBoss

public void loadBoss(int bossNum)

Carrega a tela de batalha contra um boss.

Parameters:

bossNum - Número identificador do boss (0 para o boss secreto)

acessSecretRoom

```
private void acessSecretRoom()
```

Carrega a tela da sala secreta

readSaveData

```
public void readSaveData()  
    throws IOException
```

Lê o arquivo de save do boss secreto para determinar se ele já foi derrotado.

Se o arquivo não existir, cria um novo com o valor padrão (0).

Throws:

[IOException](#) - Se ocorrer um erro de I/O durante a leitura do arquivo

newSave

```
private void newSave(File saveFile)  
    throws IOException
```

Cria um novo arquivo de save para o boss secreto com o valor padrão (0).

Parameters:

saveFile - Arquivo a ser criado

Throws:

[IOException](#) - Se ocorrer um erro de I/O durante a criação do arquivo

carregarImagens

```
public void carregarImagens()
```

Carrega as imagens necessárias para a tela inicial.

Specified by:

[carregarImagens](#) in class [TelaBase](#)

desenharTela

```
public void desenharTela(Graphics g)
```

Renderiza os elementos visuais da tela inicial.

Specified by:

[desenharTela](#) in class [TelaBase](#)

Parameters:

g - Contexto gráfico para renderização.

cleanUp

```
public void cleanUp()
```

Realiza limpeza de recursos antes da tela ser descartada.

Specified by:

`cleanUp` in class `TelaBase`