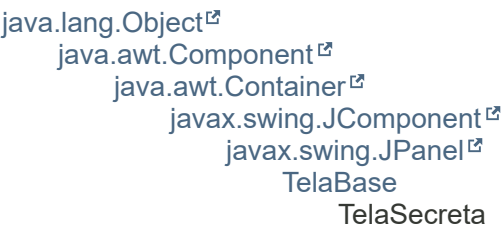


Class TelaSecreta



All Implemented Interfaces:

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

```
public class TelaSecreta
extends TelaBase
```

Classe da Tela Secreta 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	Imagem de fundo
private JButton [↗]	returnButton	Botão para voltar para a tela inicial
private JButton [↗] []	worldButtons	Botões para acessar cada um dos cinco mundos
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
TelaSecreta (MediaPlayer musica)	Construtor da tela secreta

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
void	carregarImagens()	Carrega a imagem de fundo.
void	cleanUp()	Realiza limpeza de recursos antes da tela ser descartada.
void	desenharTela (Graphics [↗] g)	Renderiza os elementos visuais da tela secreta.
void	loadGame (int s)	Salva o jogo e carrega a tela de jogo
void	returnButton()	Configura o botão de retorno.
void	worldButtons()	Configura os botões de mundo.

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🔗, 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

returnButton

private JButton🔗 returnButton

Botão para voltar para a tela inicial

worldButtons

private JButton🔗[] worldButtons

Botões para acessar cada um dos cinco mundos

backgroundImg

private Image🔗 backgroundImg

Imagem de fundo

Constructor Details

TelaSecreta

```
TelaSecreta(MusicPlayer musica)
```

Construtor da tela secreta

Parameters:

musica - Player de música compartilhado entre telas

Method Details

worldButtons

```
public void worldButtons()
```

Configura os botões de mundo. Ao ser apertado, carrega o seu respectivo mundo

loadGame

```
public void loadGame(int s)
```

Salva o jogo e carrega a tela de jogo

Parameters:

s - O mundo a ser carregado

returnButton

```
public void returnButton()
```

Configura o botão de retorno. Ao ser apertado, carrega a tela inicial

carregarImagens

```
public void carregarImagens()
```

Carrega a imagem de fundo.

Specified by:

`carregarImagens` in class `TelaBase`

desenharTela

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

Renderiza os elementos visuais da tela secreta.

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`