

Class TelaGameOver



All Implemented Interfaces:

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

```
public class TelaGameOver
extends TelaBase
```

Classe da Tela de Game Over do jogo

Version:

1.0

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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 JButton [↗]	continueButton	Botão para voltar para o jogo
private Image [↗]	fritoImg	Imagem de Game Over
private JButton [↗]	returnButton	Botão para voltar para a tela inicial
private int	showTip	Valor gerado aleatoriamente ao carregar a tela.
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
<code>TelaGameOver(MusicPlayer musica)</code>	Construtor da tela de Game Over

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
void	<code>carregarImagens()</code>	Carrega a imagem de Game Over.
void	<code>cleanUp()</code>	Realiza limpeza de recursos antes da tela ser descartada.
void	<code>continueButton()</code>	Configura o botão de continuar.
void	<code>desenharTela(Graphics [↗] g)</code>	Renderiza os elementos visuais da tela de Game Over.
void	<code>returnButton()</code>	Configura o botão de retorno.

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

continueButton

private JButton🔗 continueButton

Botão para voltar para o jogo

returnButton

private JButton🔗 returnButton

Botão para voltar para a tela inicial

fritoImg

private Image🔗 fritoImg

Imagem de Game Over

showTip

```
private int showTip
```

Valor gerado aleatoriamente ao carregar a tela. Caso seja 0, a dica de como entrar na sala secreta será carregada

Constructor Details

TelaGameOver

```
TelaGameOver(MusicPlayer musica)
```

Construtor da tela de Game Over

Parameters:

`musica` - Player de música compartilhado entre telas

Method Details

continueButton

```
public void continueButton()
```

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

returnButton

```
public void returnButton()
```

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

carregarImagens

```
public void carregarImagens()
```

Carrega a imagem de Game Over.

Specified by:

`carregarImagens` in class [TelaBase](#)

desenharTela

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

Renderiza os elementos visuais da tela de Game Over.

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`