**Street**

The Street class is based(extends) on Object and is a single track as part of the road. Many Street objects can be combined to build one big coherent road. The Streets have all the same image file and every instance has its own speed.

Extends: Object  
Implements: -  
Direct Subclasses: -

**Attributes:**

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| --- | --- |
| private static String | imagePath |
| private double | speed |

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| Attributes inherited from class Object |
| height, image, visible, width, x, y |

**Constructors:**

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| Street(double x, double y) |

**Public Methods:**

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| --- | --- |
| double | getSpeed() |
| void | setSpeed(double speed) |
| double | speed() |

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| Methods inherited from class Object |
| checkHitboxIntersection, checkHitboxIntersection, draw, getBoundingRect, getHeight, getHitbox, getImage, getWidth, getX, getY, height, hide, isVisible, move, moveHorizontal, moveRelative, moveRelativeHorizontal, moveRelativeVertical, moveTo, moveVertical, setImage,setImage, setVisible, setX, setY, show, width, x, y |

**Private Methods:**

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| Methods inherited from class Object |
| initVars, setHeight, setWidth, updateDimensions |

**Detailed Description:**

**Attributes:**

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| **imagePath** |
| private static String imagePath = “res/street.png”  This property holds the path to the standard image-file of the Street-Object. It is static because all streets use the same image.  By default, this property is “res/street.png”. |

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| **speed** |
| private double speed = 5  This property holds the speed of a street object.  By default, this property has a value of 5.  **Access methods:**   |  |  | | --- | --- | | int | getSpeed() | | void | setSpeed(double speed) | | int | speed() | |