

OVERVIEW

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FRAMES

NO FRAMES

ALL CLASSES

SUMMARY: NESTED | FIELD | CONSTR | METHOD

DETAIL: FIELD | CONSTR | METHOD

contract

Interface ISprite

All Known Subinterfaces:

[IElement](#)

All Known Implementing Classes:

[Block](#), [Diamond](#), [Enemy](#), [Exit](#), [Player](#), [Rock](#), [UnbreakableBlock](#)

public interface **ISprite**

The Interface ISprite

Author:

Group 5

Method Summary

All Methods

Instance Methods

Abstract Methods

Modifier and Type	Method and Description
Image	getImage() Get the Image of element
String	getImageName() Get the name of image
void	loadImage() Load the image of element with imageName
void	setImage(Image image) Set the image of element
void	setName(String imageName) Set the name of image

Method Detail

getImage

[Image](#) [getImage\(\)](#)

Get the Image of element

Returns:

image the image of block

setImage

```
void setImage(Image image)
```

Set the image of element

Parameters:

image - The image.

loadImage

```
void loadImage()  
    throws IOException
```

Load the image of element with imageName

Throws:

`IOException` - Throws the IOExecption.

getImageName

```
String getImageName()
```

Get the name of image

Returns:

imageName

setImageName

```
void setImageName(String imageName)
```

Set the name of image

Parameters:

imageName - The image name.

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