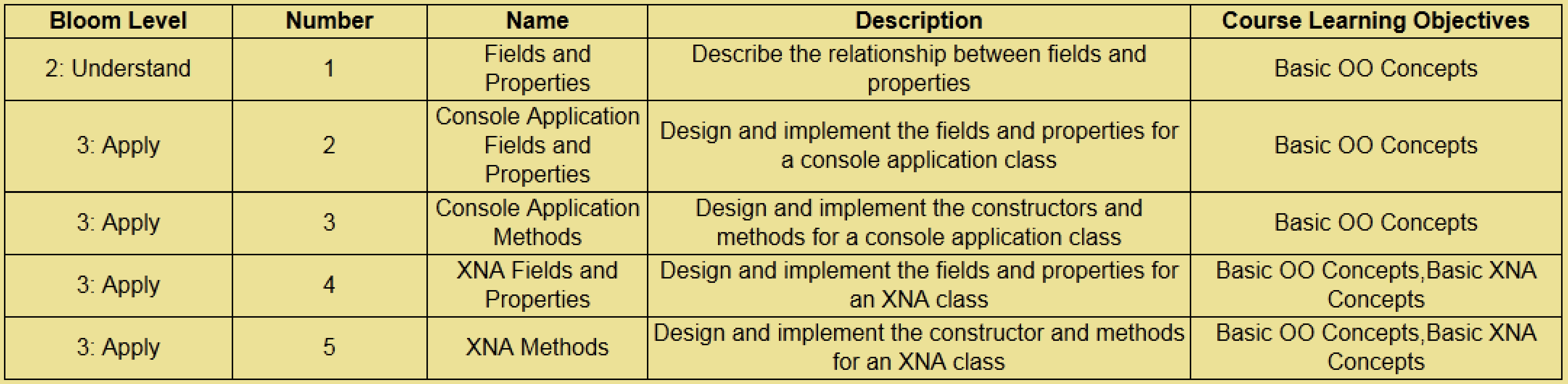
Module 11
Class Design and Implementation

Lecture
XNA Class:
Constructor and Methods

Module 11 Learning Objectives



Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	Fields and Properties	Describe the relationship between fields and properties	Basic OO Concepts
3: Apply	2	Console Application Fields and Properties	Design and implement the fields and properties for a console application class	Basic OO Concepts
3: Apply	3	Console Application Methods	Design and implement the constructors and methods for a console application class	Basic OO Concepts
3: Apply	4	XNA Fields and Properties	Design and implement the fields and properties for an XNA class	Basic OO Concepts,Basic XNA Concepts
3: Apply	5	XNA Methods	Design and implement the constructor and methods for an XNA class	Basic OO Concepts,Basic XNA Concepts

Last time, we designed our rubber chicken class and implemented the fields and properties

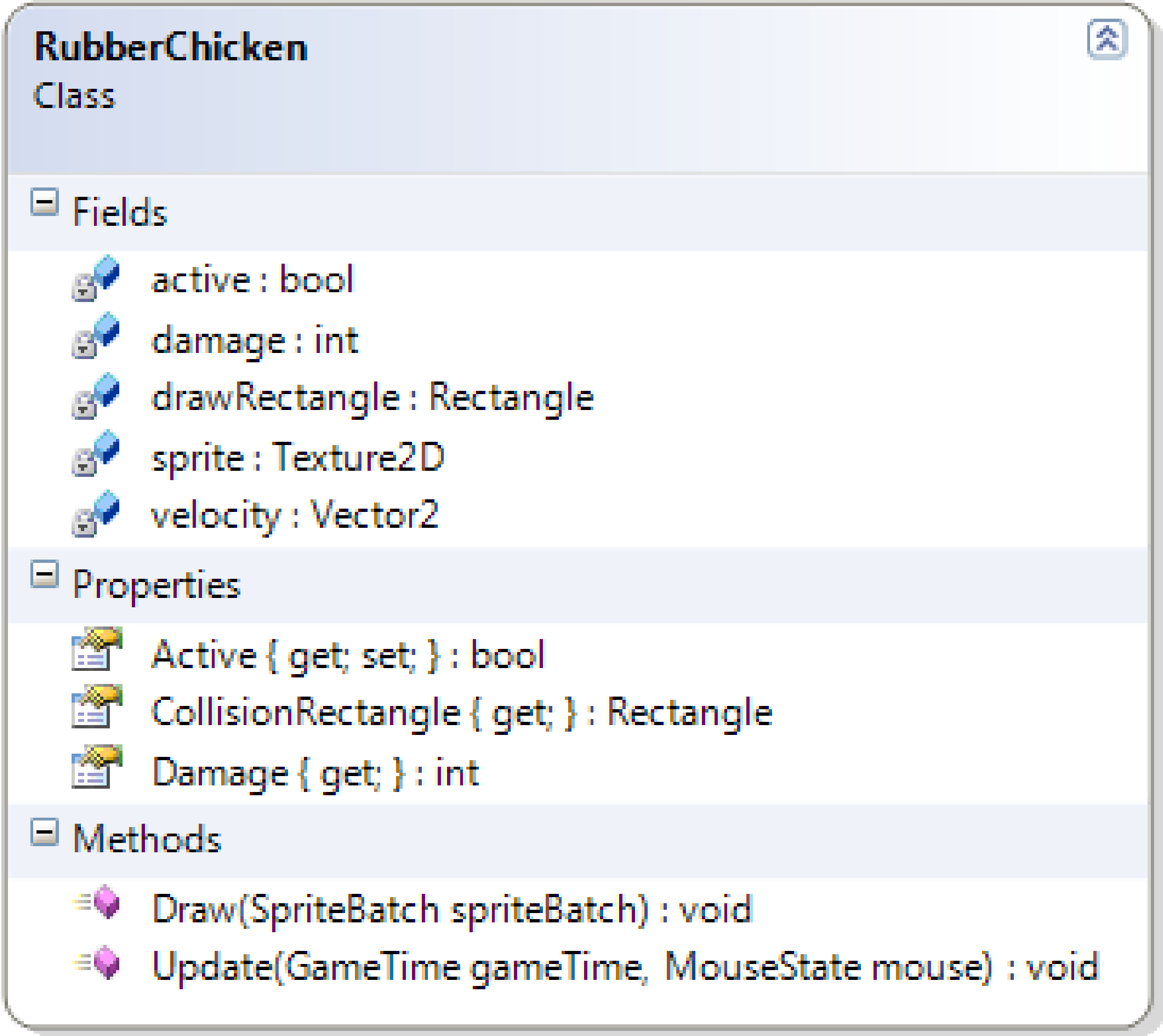
In this lecture, we'll implement the constructor and methods in the class

In-Lecture Quiz

Objects get their identity when we call:

- A: for a pizza
- B: the police
- C: any method
- D: the constructor

- Simplified behavior
    - Update
        - Change position based on velocity
        - Detect click for launch
    - Draw



RubberChicken

Class

Fields

- active : bool
- damage : int
- drawRectangle : Rectangle
- sprite : Texture2D
- velocity : Vector2

Properties

- Active { get; set; } : bool
- CollisionRectangle { get; } : Rectangle
- Damage { get; } : int

Methods

- Draw(SpriteBatch spriteBatch) : void
- Update(GameTime gameTime, MouseState mouse) : void

- Recap
  - Implemented the constructor (for identity) and methods (for behavior) in our class
- Next Time
  - We’ll use our rubber chicken class in a game