Module 11 Class Design and Implementation

Lecture
XNA Class:
Fields and Properties

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 finished our implementation of a class for a console application.

In this lecture, we'll start designing and implementing a class to use in an XNA game.

In-Lecture Quiz

Designing and implementing our rubber chicken class would be

A: awesome

• B: great

• C: fantastic

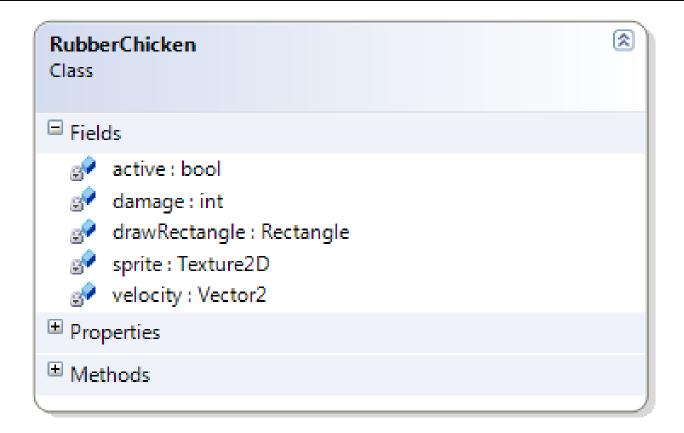
• D: wonderful

- We'll just use our rubber chicken as a ranged weapon
- Simplified state information
 - Active
 - Sprite
 - Draw/Collision rectangle
 - Velocity
 - Damage

In-Lecture Quiz

We should make our fields public when

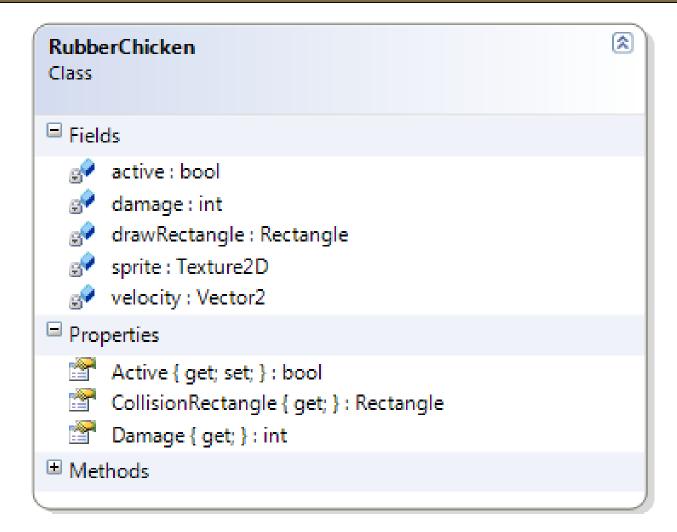
- A: we feel like it
- B: we want to write bad code
- C: the moon is full
- D: the tide is high



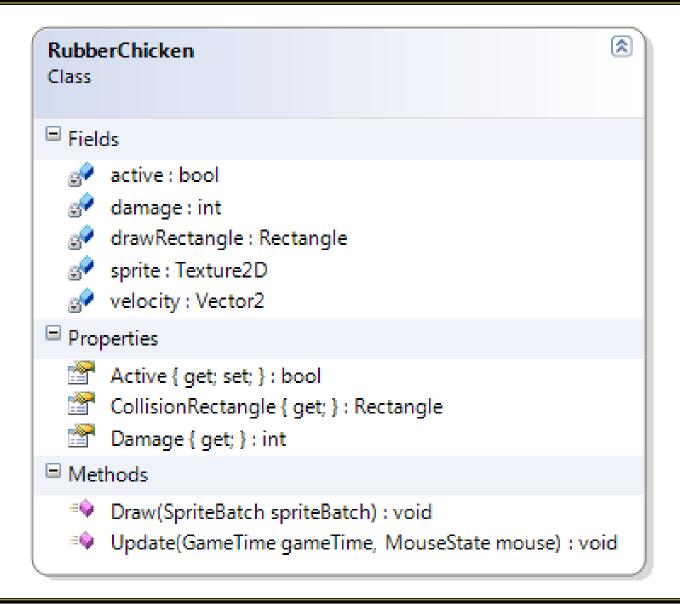
In-Lecture Quiz

Properties can have

- A: read access
- B: write access
- C: read-write access
- D: this answer is wrong



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



- Recap
 - Designed rubber chicken class and implemented its state using fields and properties
- Next Time
 - We'll implement the constructor and methods