

Example Code for Bootleg osu!

By: Stephen Guo

String manipulation & arrays & loops: Maploader.java

```
private void getSong(String path){
    String file = Utils.loadFileAsString(path);
    String []tokens = file.split("\\s+");
    map = new int [3][(tokens.length)/3];
    for (int y = 0; y < (tokens.length)/3; y++) {
        for (int x = 0; x < 3; x++) {
            map [x][y] = Utils.parseInt(tokens[x+y*3]);
        }
    }
}
```

Methods and If statements: ScoreState.java

```
@Override
public void tick(){
    // Checks if it should start clapping
    if (!musicPlaying) {
        music.playMusic();
        musicPlaying = true;
    }

    // Back button
    mouseX = handler.getMouseManager().getMouseX();
    mouseY = handler.getMouseManager().getMouseY();
    if (mouseX > 0 && mouseX < 200
        && mouseY > 820 && mouseY < 900 &&
handler.getMouseManager().isLeftPressed()) {
        State.setState(handler.getGame().menuState);
        music.stopMusic();
        musicPlaying = false;
    }
}
```

Arraylist: NoteLoader.java

```
// Using an iterator to render the notes
Iterator<Notes> it = notes.iterator();
while (it.hasNext()) {
    Notes n = it.next();
    n.tick();
    if (!n.isActive()) {
        it.remove();
    }
}
```

GUI: Display.java

```
private void createDisplay () {
    frame = new JFrame (title);
    frame.setSize (width, height);
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setResizable(false);
    frame.setLocationRelativeTo(null);
    frame.setVisible(true);

    canvas = new Canvas();
    canvas.setPreferredSize(new Dimension(width, height));
    canvas.setMaximumSize(new Dimension(width, height));
    canvas.setMinimumSize(new Dimension(width, height));
    canvas.setFocusable(false);

    frame.add (canvas);
    frame.pack();
}
```

Inheritance & Constructor: Handler.java

```
// Initalizes the display
public Handler (Game game) {
    this.game = game;
    display = new Display("Bootleg Osu!", 1200, 900);
}
```