Example Code for Bootleg osu!

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String manipulation & arrays & loops: Maploader.java

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| 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

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| @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

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| // 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

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| 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

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