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com.george.als.main

Class GamePanel

```
java.lang.Object
├─ java.awt.Component
│   └─ java.awt.Container
│       └─ javax.swing.JComponent
│           └─ javax.swing.JPanel
│               └─ com.george.als.main.GamePanelFields
│                   └─ com.george.als.main.GamePanel
```

All Implemented Interfaces:

java.awt.event.ActionListener, java.awt.image.ImageObserver, java.awt.MenuContainer,
java.io.Serializable, java.lang.Runnable, java.util.EventListener, javax.accessibility.Accessible

```
public class GamePanel
extends GamePanelFields
implements java.lang.Runnable, java.awt.event.ActionListener
```

This class extends GamePanelFields and is in charge of creating and running the simulation It also handles the user input by using an ActionListener

Author:

Georges Beast

See Also:

[Serialized Form](#)

Nested Class Summary

Nested classes/interfaces inherited from class javax.swing.JComponent

javax.swing.JComponent.AccessibleJComponent

Nested classes/interfaces inherited from class java.awt.Component

java.awt.Component.BaselineResizeBehavior

Field Summary

Fields inherited from class com.george.als.main.[GamePanelFields](#)

[spawnRandomBugs](#)

Fields inherited from class javax.swing.JComponent

TOOL_TIP_TEXT_KEY, UNDEFINED_CONDITION, WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED, WHEN_IN_FOCUSED_WINDOW

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Constructor Summary

[GamePanel](#)(javax.swing.JFrame frame)
Class Constructor

Method Summary

void	actionPerformed (java.awt.event.ActionEvent e)
void	run () Runs the simulation thread, this is started by setting running to true and starting the thread.
void	update () Updates the simulation and rapaints it to the screen

Methods inherited from class javax.swing.JPanel

getAccessibleContext, getUI, getUIClassID, setUI, updateUI

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidRoot, paint, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify,

```
removeVetoableChangeListener, repaint, repaint, requestDefaultFocus,
requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape,
revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY,
setAutoscrolls, setBackground, setBorder, setComponentPopupMenu,
setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled,
setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu,
setInputMap, setInputVerifier, setMaximumSize, setMinimumSize,
setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled,
setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible,
unregisterKeyboardAction, update
```

Methods inherited from class java.awt.Container

```
add, add, add, add, add, addContainerListener, addPropertyChangeListener,
addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet,
countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt,
getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents,
getComponentZOrder, getContainerListeners, getFocusTraversalKeys,
getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate,
isAncestorOf, isFocusCycleRoot, isFocusCycleRoot,
isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list,
locate, minimumSize, paintComponents, preferredSize, printComponents, remove,
remove, removeAll, removeContainerListener, setComponentZOrder,
setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider,
setLayout, transferFocusBackward, transferFocusDownCycle, validate
```

Methods inherited from class java.awt.Component

```
action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener,
addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener,
addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage,
contains, createImage, createImage, createVolatileImage, createVolatileImage,
dispatchEvent, enable, enableInputMethods, firePropertyChange,
firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange,
getBackground, getBounds, getColorModel, getComponentListeners,
getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor,
getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground,
getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners,
getIgnoreRepaint, getInputContext, getInputMethodListeners,
getInputMethodRequests, getKeyListener, getLocale, getLocation,
getLocationOnScreen, getMouseListeners, getMouseMotionListeners,
getMousePosition, getMouseWheelListeners, getName, getParent, getPeer,
getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit,
getTreeLock, gotFocus, handleEvent, hasFocus, hide, imageUpdate, inside,
isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable,
isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight,
isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid,
isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown,
mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll,
postEvent, prepareImage, prepareImage, remove, removeComponentListener,
removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener,
removeInputMethodListener, removeKeyListener, removeMouseListener,
removeMouseMotionListener, removeMouseWheelListener,
removePropertyChangeListener, removePropertyChangeListener, repaint, repaint,
repaint, resize, resize, setBounds, setBounds, setComponentOrientation,
setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled,
setIgnoreRepaint, setLocale, setLocation, setLocation, setName, setSize,
setSize, show, show, size, toString, transferFocus, transferFocusUpCycle
```

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Constructor Detail

GamePanel

```
public GamePanel(javax.swing.JFrame frame)
```

Class Constructor

Parameters:

`frame` - sets the panels frame

Method Detail

run

```
public void run()
```

Runs the simulation thread, this is started by setting running to true and starting the thread.

Specified by:

`run` in interface `java.lang.Runnable`

update

```
public void update()
```

Updates the simulation and rapaints it to the screen

actionPerformed

```
public void actionPerformed(java.awt.event.ActionEvent e)
```

Specified by:

`actionPerformed` in interface `java.awt.event.ActionListener`

Parameters:

`e` - The action that has been performed

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