My Code for Assignment

Background

import lang.stride.\*;

import java.util.\*;

import greenfoot.\*;

/\*\*

\*

\*/

public class Background extends World

{

/\*\*

\* Constructor for objects of class Background.

\*/

public Background()

{

super(600, 400, 1);

prepare();

}

/\*\*

\* Prepare the world for the start of the program.

\* That is: create the initial objects and add them to the world.

\*/

private void prepare()

{

Bug bug = new Bug();

addObject(bug, 31, 195);

Food food = new Food();

addObject(food, 70, 60);

Food food2 = new Food();

addObject(food2, 521, 74);

Food food3 = new Food();

addObject(food3, 544, 322);

Food food4 = new Food();

addObject(food4, 232, 339);

Bomb bomb = new Bomb();

addObject(bomb, 138, 75);

Bomb bomb2 = new Bomb();

addObject(bomb2, 174, 203);

Bomb bomb3 = new Bomb();

addObject(bomb3, 476, 232);

Bomb bomb4 = new Bomb();

addObject(bomb4, 286, 85);

Food food5 = new Food();

addObject(food5, 295, 185);

Food food6 = new Food();

addObject(food6, 492, 366);

Food food7 = new Food();

addObject(food7, 233, 30);

Food food8 = new Food();

addObject(food8, 418, 47);

Bomb bomb5 = new Bomb();

addObject(bomb5, 334, 369);

Bomb bomb6 = new Bomb();

addObject(bomb6, 563, 109);

Bomb bomb7 = new Bomb();

addObject(bomb7, 411, 142);

Bomb bomb8 = new Bomb();

addObject(bomb8, 57, 353);

Bomb bomb9 = new Bomb();

addObject(bomb9, 352, 259);

Bonus bonus = new Bonus();

addObject(bonus, 551, 207);

Bonus bonus2 = new Bonus();

addObject(bonus2, 26, 20);

Bonus bonus3 = new Bonus();

addObject(bonus3, 176, 363);

Bonus bonus4 = new Bonus();

addObject(bonus4, 338, 132);

}

}

MY World Code

import lang.stride.\*;

import java.util.\*;

import greenfoot.\*;

/\*\*

\*

\*/

public class MyWorld extends World

{

/\*\*

\* Constructor for objects of class MyWorld.

\*/

public MyWorld()

{

super(600, 400, 1);

}

}

BOMB

import lang.stride.\*;

import java.util.\*;

import greenfoot.\*;

/\*\*

\*

\*/

public class Bomb extends Actor

{

/\*\*

\* Act - do whatever the Bomb wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

move(2);

if (Greenfoot.getRandomNumber(100) < 10) {

turn(Greenfoot.getRandomNumber(15) - 30);

move(Greenfoot.getRandomNumber(10) - 5);

}

else {

}

eatBug();

}

/\*\*

\*

\*/

public void eatBug()

{

if (isTouching(Bug.class)) {

removeTouching(Bug.class);

getWorld().showText("You Lose", 300, 200);

}

}

}

BUG

import lang.stride.\*;

import java.util.\*;

import greenfoot.\*;

/\*\*

\*

\*/

public class Bug extends Actor

{

private int score = 0;

/\*\*

\* Act - do whatever the Bug wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

if (Greenfoot.isKeyDown("up")) {

move(5);

}

if (Greenfoot.isKeyDown("down")) {

move(-5);

}

if (Greenfoot.isKeyDown("right")) {

turn(5);

}

if (Greenfoot.isKeyDown("left")) {

turn(-5);

}

eatFood();

eatBonus();

fireProject();

}

/\*\*

\*

\*/

public void eatFood()

{

if (isTouching(Food.class)) {

removeTouching(Food.class);

score = score + 1;

getWorld().showText("Score:" + score, 100, 30);

}

}

/\*\*

\*

\*/

public void fireProject()

{

if (Greenfoot.mousePressed(null)) {

getWorld().addObject( new Fire(), getX(), getY());

}

}

/\*\*

\*

\*/

public void eatBonus()

{

if (isTouching(Bonus.class)) {

removeTouching(Bonus.class);

score = score + 10;

getWorld().showText("Score:" + score, 100, 30);

}

}

}

Fire

import lang.stride.\*;

import java.util.\*;

import greenfoot.\*;

/\*\*

\*

\*/

public class Fire extends Actor

{

/\*\*

\*

\*/

public void Fire()

{

}

/\*\*

\* Act - do whatever the Fire wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

move(5);

eatBomb();

}

/\*\*

\*

\*/

public void eatBomb()

{

if (isTouching(Bomb.class)) {

removeTouching(Bomb.class);

}

}

}

Bonus

import lang.stride.\*;

import java.util.\*;

import greenfoot.\*;

/\*\*

\*

\*/

public class Bonus extends Actor

{

/\*\*

\* Act - do whatever the Bonus wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

}

}

Food

import lang.stride.\*;

import java.util.\*;

import greenfoot.\*;

/\*\*

\*

\*/

public class Food extends Actor

{

/\*\*

\* Act - do whatever the Food wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

}

}

MY Presentation Slides

[Presentation 1.pptx](https://bucksnuniversity-my.sharepoint.com/personal/22038095_bucks_ac_uk/_layouts/15/Doc.aspx?sourcedoc=%7BD70F15B4-0884-4B54-B4B1-83290B399E15%7D&file=Presentation%201.pptx&action=edit&mobileredirect=true)

MY Github User name

https://github.com/Husnain31104/CW1