FAKULLTETI I SHKENCAVE MATEMATIKE-NATYRORE

PROGRAMI SHKENCA KOMPJUTERIKE



Mouse Game

PUNIM SEMINARIK

Punuar nga

Jetmir Gjoni

Freskim Zeneli

Mouse Game

Per ta ekzektutuar kete aplikacion , ai duhet shkarkuar nga <https://github.com/JetmirGjoni> . Duhet te ruhet follderi ne Desktopin tuaj . Duhet te behet edhe nje modifikim tek kodi , tek klasa MouseFrame ne cdo Imazh apo Icon fjala “LONATRADE” duhet te zavendesohet me emrin e kompjuterit tuaj .

Pas kesaj aplikacioni mund te ekzekutohet nga klasa MouseGame.

**Dokumentacioni i MouseGame(Kontrolleri)**

Kjo klase perdoret per ekzekutimin e programit dhe e permban metoden Main .

**Dokumentacioni i MouseFrame(View)**

**Class MouseFrame**

**Pakot e importuara**

* java.lang.Object
  + java.awt.Component
    - java.awt.Container
      * javax.swing.JComponent
        + javax.swing.JPanel

MouseFrame

Kjo klase mundeson paraqitjen grafike te ketij aplikacioni.

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| **Fushat** | |
| **Tipi** | **Emri** |
| (package private) javax.swing.ImageIcon | [**bad**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#bad) |
| (package private) javax.swing.ImageIcon | [**cheese**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese) |
| (package private) javax.swing.ImageIcon | [**cheese2**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese2) |
| (package private) javax.swing.ImageIcon | [**cheese3**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese3) |
| (package private) javax.swing.ImageIcon | [**cheese4**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese4) |
| (package private) javax.swing.ImageIcon | [**cheese5**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese5) |
| (package private) javax.swing.ImageIcon | [**cheese6**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese6) |
| (package private) javax.swing.ImageIcon | [**cheese7**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese7) |
| (package private) java.awt.Image | [**currentImage**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#currentImage) |
| (package private) boolean | [**eaten**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#eaten) |
| (package private) boolean | [**eaten2**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#eaten2) |
| (package private) boolean | [**eaten3**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#eaten3) |
| (package private) boolean | [**eaten4**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#eaten4) |
| (package private) boolean | [**eaten5**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#eaten5) |
| (package private) boolean | [**eaten7**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#eaten7) |
| (package private) MouseMovement | [**movement**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#movement) |
| (package private) javax.swing.JFrame | [**obj**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#obj) |
| (package private) javax.swing.Timer | [**timer**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#timer) |
| (package private) java.awt.Image | [**upL**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#upL) |
| (package private) java.awt.Image | [**upR**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#upR) |
| private double | [**velx**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#velx) |
| private double | [**vely**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#vely) |
| private int | [**x**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#x) |
| private int | [**y**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#y) |

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| **Konstruktori** |
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| [**MouseFrame**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#MouseFrame--)() |

Ne konstruktor i dergojme mesazh timerit qe te filloje //timer.start();

E aktivizojme KeyListeners //addKeyListener(this);

E vendosim koncentrimin e KeyListener ne tastier //setFocusable(true);

Inicializimi I fotove.

Krijimi I Frame-it.

Krijimi I mesazhit hyres.

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| **Metotad** | |
| **Tipi** | **Metoda dhe Pershkrimi** |
| void | [**actionPerformed**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#actionPerformed-java.awt.event.ActionEvent-)(java.awt.event.ActionEvent e) |
| boolean | [**cheese**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese-java.awt.Graphics-int-int-javax.swing.ImageIcon-boolean-)(java.awt.Graphics g, int x, int y, javax.swing.ImageIcon i, boolean eaten) |
| boolean | [**cheese2**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese2-java.awt.Graphics-int-int-javax.swing.ImageIcon-boolean-)(java.awt.Graphics g, int x, int y, javax.swing.ImageIcon i, boolean eaten) |
| boolean | [**cheese3**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese3-java.awt.Graphics-int-int-javax.swing.ImageIcon-boolean-)(java.awt.Graphics g, int x, int y, javax.swing.ImageIcon i, boolean eaten) |
| boolean | [**cheese4**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese4-java.awt.Graphics-int-int-javax.swing.ImageIcon-boolean-)(java.awt.Graphics g, int x, int y, javax.swing.ImageIcon i, boolean eaten) |
| boolean | [**cheese5**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese5-java.awt.Graphics-int-int-javax.swing.ImageIcon-boolean-)(java.awt.Graphics g, int x, int y, javax.swing.ImageIcon i, boolean eaten) |
| boolean | [**cheese7**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#cheese7-java.awt.Graphics-int-int-javax.swing.ImageIcon-boolean-)(java.awt.Graphics g, int x, int y, javax.swing.ImageIcon i, boolean eaten) |
| void | [**keyPressed**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#keyPressed-java.awt.event.KeyEvent-)(java.awt.event.KeyEvent e) |
| void | [**keyReleased**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#keyReleased-java.awt.event.KeyEvent-)(java.awt.event.KeyEvent e) |
| void | [**keyTyped**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#keyTyped-java.awt.event.KeyEvent-)(java.awt.event.KeyEvent e) |
| void | [**paintComponent**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseFrame.html#paintComponent-java.awt.Graphics-)(java.awt.Graphics g) |

#### paintComponent

public void paintComponent(java.awt.Graphics g)

**Tejkalon:**

paintComponent in class javax.swing.JComponent

#### cheese

* public boolean cheese(java.awt.Graphics g,
* int x,
* int y,
* javax.swing.ImageIcon i,

boolean eaten)

#### cheese2

* public boolean cheese2(java.awt.Graphics g,
* int x,
* int y,
* javax.swing.ImageIcon i,

boolean eaten)

#### cheese3

* public boolean cheese3(java.awt.Graphics g,
* int x,
* int y,
* javax.swing.ImageIcon i,

boolean eaten)

#### cheese4

* public boolean cheese4(java.awt.Graphics g,
* int x,
* int y,
* javax.swing.ImageIcon i,

boolean eaten)

#### cheese5

* public boolean cheese5(java.awt.Graphics g,
* int x,
* int y,
* javax.swing.ImageIcon i,

boolean eaten)

#### cheese7

* public boolean cheese7(java.awt.Graphics g,
* int x,
* int y,
* javax.swing.ImageIcon i , boolean eaten)

#### actionPerformed

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

**Specifikohet nga:**

actionPerformed in interface java.awt.event.ActionListener

#### keyPressed

public void keyPressed(java.awt.event.KeyEvent e)

**Specifikohet nga:**

keyPressed in interface java.awt.event.KeyListener

#### keyReleased

public void keyReleased(java.awt.event.KeyEvent e)

**Specifikohet nga:**

keyReleased in interface java.awt.event.KeyListener

#### keyTyped

public void keyTyped(java.awt.event.KeyEvent e)

**Specifikohet nga:**

keyTyped in interface java.awt.event.KeyListener

**Dokumentacioni i MouseMovement(Model)**

**Class MouseMovement**

* java.lang.Object
  + MouseMovement

Kjo klase ia mundeson shfrytezuesit per ta levizur miun dhe i permban metodat e duhura per ta kryer ate detyre.

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| **Fushat** | |
| **Tipi** | **Emri** |
| private double | [**velx**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#velx) |
| private double | [**vely**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#vely) |
| private int | [**x**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#x) |
| private int | [**y**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#y) |

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| **Metodat** | |
| **Tipi** | **Metoda dhe Pershkrimi** |
| void | [**down**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#down--)() |
| double | [**getVelX**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#getVelX--)() |
| double | [**getVelY**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#getVelY--)() |
| int | [**getX**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#getX--)() |
| int | [**getY**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#getY--)() |
| void | [**left**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#left--)() |
| void | [**right**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#right--)() |
| void | [**stop**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#stop--)() |
| void | [**stopDown**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#stopDown--)() |
| void | [**stopLeft**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#stopLeft--)() |
| void | [**stopRight**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#stopRight--)() |
| void | [**stopUp**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#stopUp--)() |
| void | [**up**](file:///C:\Users\LONATRADE\.grasp_settings\doc_tmp\MouseMovement.html#up--)() |