Bootstrap T-JAV-501

Step 1

With the AWT and SWING library create a window with a background image. This two library can be add in your file with this syntax

```
import java.awt.*;
import java.swing.*;
```

```
/!\  When you import a library, be carreful to only import the package you
need and not the totality of the library.
```

Now, let's create a sprite in your window and move it with a clock.

Step 2

Let's create your first interface. It will be called ITower. It'll determine the base methods that we want your fighting Units to implement when they are created.

- ☐ void upgradeDamage()
- ☐ void upgradeRange()
- ☐ int getLevel()
- ☐ int getTargetNumber()
- ☐ void setDamage(int)
- ☐ int getDamage()
- ☐ void setRange(int)
- ☐ int getRange()

You can add to this interface some method to draw your tower with the argmument it need.

Let's create an abtract class ATower that implements the interface you create before.

```
/!\  Don't forget to add the appropriate attribut.
```

Now you can create your differents Tower Class that inherits of the Atower.

In the same way than the ITower, you can create a IEnemy. It have to contain at least :

- ☐ void getPV()
- ☐ void getSpeed()

As same as the ITower, you can also draw your enemy into it.

Now you can create an abstract class AEnemy that implements the interface.

Step 3

For the step 3, you can link the fisrt and second part and draw multiple enemies and move them from one point to another one

You can create a class `Coordinate` that can regroup the X and Y axis and can be use in the differents class you previously create.

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