Nogame

v1.1

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Contents

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

Class Documentation

3.1 Assets Class Reference

Static Public Member Functions

- static void **init** ()

Static Public Attributes

- static BufferedImage **speler**
- static String **biem**

3.1.1 Detailed Description

Author

Kelvin, Senne, Corne, Jordy en Aran

Version

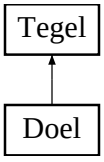
1.1 03/6/2017

The documentation for this class was generated from the following file:

- Assets.java

3.2 Doel Class Reference

Inheritance diagram for Doel:



Public Member Functions

- Doel (int x, int y)
- int getPositie ()
- void update (keyManager keyManager)
- void render (Graphics g, BufferStrategy bs, Canvas canvas)

Additional Inherited Members

3.2.1 Detailed Description

This class makes the goal

3.2.2 Constructor & Destructor Documentation

3.2.2.1 Doel()

```
Doel.Doel (
            int x,
            int y )
```

Constructor takes the x and y, and give this to Tegel constructor with "super()"

Parameters

x	; Used for the horizontal position
y	; Used for the vertical position

See also

Tegel Constructor

3.2.3 Member Function Documentation

3.2.3.1 getPositie()

```
int Doel.getPositie ( )
```

This class does nothing

3.2.3.2 render()

```
void Doel.render (
            Graphics g,
            BufferStrategy bs,
            Canvas canvas )
```

This class does nothing

3.2.3.3 update()

```
void Doel.update (
            keyManager keyManager )
```

This class does nothing

The documentation for this class was generated from the following file:

- Doel.java

3.3 imageLoader Class Reference

Static Public Member Functions

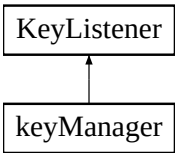
- static BufferedImage **loadImage** (String path)

The documentation for this class was generated from the following file:

- imageLoader.java

3.4 keyManager Class Reference

Inheritance diagram for keyManager:



Public Member Functions

- void **update** ()
- void **keyPressed** (KeyEvent e)
- void **keyReleased** (KeyEvent e)
- void **keyTyped** (KeyEvent e)

Public Attributes

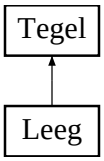
- boolean **up**
- boolean **kanIndrukken** = true

The documentation for this class was generated from the following file:

- keyManager.java

3.5 Leeg Class Reference

Inheritance diagram for Leeg:



Public Member Functions

- **Leeg** (int x, int y)
- int **getPositie** ()
- void **update** (keyManager keyManager)
- void **render** (Graphics g, BufferStrategy bs, Canvas canvas)

Additional Inherited Members

The documentation for this class was generated from the following file:

- Leeg.java

3.6 Locatie Class Reference

Public Member Functions

- **Locatie** (int x, int y)
- int **getX** ()
- int **getY** ()
- void **setXY** (Richting richting)

The documentation for this class was generated from the following file:

- Locatie.java

3.7 MainFrame Class Reference

Static Public Member Functions

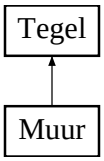
- static void **main** (String[ ] args)

The documentation for this class was generated from the following file:

- MainFrame.java

3.8 Muur Class Reference

Inheritance diagram for Muur:



Public Member Functions

- **Muur** (int x, int y)
- int **getPositie** ()
- void **update** (keyManager keyManager)
- void **render** (Graphics g, BufferStrategy bs, Canvas canvas)

Additional Inherited Members

The documentation for this class was generated from the following file:

- Muur.java

3.9 Richting Enum Reference

Public Member Functions

- int **getX** ()
- int **getY** ()

Public Attributes

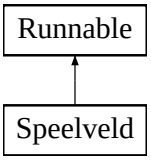
- **NOORD** =(0, -1)
- **OOST** =(1, 0)
- **ZUID** =(0, 1)
- **WEST** =(-1,0)
- int **dk**

The documentation for this enum was generated from the following file:

- Richting.java

3.10 Speelveld Class Reference

Inheritance diagram for Speelveld:



Public Member Functions

- Speelveld (int aantalRijen, int aantalKolommen)
- void **run** ()
- synchronized void **start** ()
- synchronized void **stop** ()

3.10.1 Constructor & Destructor Documentation

3.10.1.1 Speelveld()

```
Speelveld.Speelveld (
            int aantalRijen,
            int aantalKolommen )
```

A constructor. A more elaborate description of the constructor.

Parameters

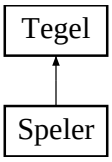
aantalRijen	is de hoogte van het frame
aantalKolommen	is de breedte van het frame

The documentation for this class was generated from the following file:

- Speelveld.java

3.11 Speler Class Reference

Inheritance diagram for Speler:



Public Member Functions

- **Speler** (int x, int y)
- int **getPositie** ()
- void **update** (keyManager keyManager)
- void **render** (Graphics g, BufferStrategy bs, Canvas canvas)
- Richting **getRichting** (keyManager keyManager)

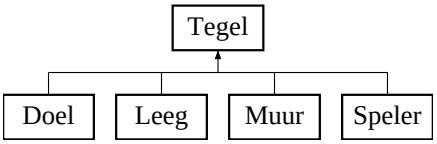
Additional Inherited Members

The documentation for this class was generated from the following file:

- Speler.java

3.12 Tegel Class Reference

Inheritance diagram for Tegel:



Public Member Functions

- Tegel (int x, int y)
- abstract int getPositie ()
- abstract void update (keyManager keyManager)
- abstract void render (Graphics g, BufferStrategy bs, Canvas canvas)

Protected Attributes

- Locatie positie

3.12.1 Detailed Description

This abstract class creates the tiles, these tiles can be: player, goal, empty or a wall. Moreover, Tegel is used by Speelveld

3.12.2 Constructor & Destructor Documentation

3.12.2.1 Tegel()

```
Tegel.Tegel (
            int x,
            int y )
```

A constructor. The constructor inits the place from the tiles. These tiles can be the following objects: player, goal, empty or a wall.

Parameters

x	; Used for the horizontal position
y	; Used for the vertical position

See also

Speler
Doel
Muur
Leeg

3.12.3 Member Function Documentation

3.12.3.1 getPositie()

```
abstract int Tegel.getPositie ( )  [abstract]
```

This method is abstract. for more detailed description:

See also

Speler
Doel
Muur
Leeg

3.12.3.2 render()

```
abstract void Tegel.render (
            Graphics g,
            BufferStrategy bs,
            Canvas canvas )  [abstract]
```

This method is abstract

See also

Speler
Doel
Muur
Leeg for more detailed description

3.12.3.3 update()

```
abstract void Tegel.update (
            keyManager keyManager )  [abstract]
```

This method is abstract

See also

Speler
Doel
Muur
Leeg for more detailed description

3.12.4 Member Data Documentation

3.12.4.1 positie

```
Locatie Tegel.positie  [protected]
```

positie is used for location

The documentation for this class was generated from the following file:

- Tegel.java