

#### Department of Computer Science and Information Engineering

## Object Oriented Programming

# Android Tutorials Tutorial #5: Create a map class

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## Android Game Framework 使用說明

利用陣列建立遊戲地圖類別

練習5:利用陣列建立一個遊戲地圖的類別。

#### 1.參考練習3,加入兩張圖片。

#### 2.新增一個Class 名為GameMap,並且加入GameMap()

```
public class GameMap implements GameObject {
    private MovingBitmap blue;
    private MovingBitmap green;
    private int[][] map = \{\{1,2,1,2\},\{2,1,2,1\},
                           \{0,1,0,1\},\{2,0,2,0\},
                           \{1,2,1,2\}\};
    //大地圖左上角座標
    private final int X = 100;
    private final int Y = 60;
    //小地圖寬度與高度
    private final int MW = 70;
    private final int MH = 40;
    public GameMap() {
        blue = new MovingBitmap(R.drawable.blue);
        green = new MovingBitmap(R.drawable.green);
```

#### 3. GameMap 再實作出GameObject 的move()、show()和release()

```
@Override
public void release() {
    blue.release();
    green.release();
    blue = null;
    green = null;
@Override
public void move() {}
@Override
public void show() {
    for(int i = 0; i < 5; i++){</pre>
        for(int j = 0; j < 4; j++){
            switch (map[i][j]) {
            case 0:
                break;
            case 1:
                blue.setLocation(X+(MW*j), Y+(MH*i));
                blue.show();
                break;
            case 2:
                green.setLocation(X+(MW*j), Y+(MH*i));
                green.show();
                break;
            default:
                break;
```

## 4.在StateRun.java 中宣告物件GameMap:

```
private GameMap gameMap = new GameMap();
```

#### 5.接著在release()、show()中加入物件GameMap 的副程式:

```
@Override
public void show() {
    gameMap.show();
}

@Override
public void release() {
    gameMap.release();
}
```

\*注意貼圖的順序,後面貼的圖會蓋住前面貼的圖。

#### 6.執行,執行結果如下(請注意畫面與陣列內容相同)。

