Package dev.robocode.tankroyale.botapi

Class BulletState

java.lang.Object
    dev.robocode.tankroyale.botapi.BulletState

```
public final class BulletState
extends java.lang.Object
```

Represents the state of a bullet that has been fired by a bot.

Constructor Summary

Constructors

Constructor	Description
BulletState(int bulletId, int ownerId, double power, double x, double y, double direction, java.awt.Color color)	Initializes a new instance of the BulletState class.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
int	**getBulletId**()	Returns the unique id of the bullet.
java.awt.Color	**getColor**()	Returns the color of the bullet.
double	**getDirection**()	Returns the direction of the bullet in degrees.
int	**getOwnerId**()	Returns the id of the owner bot that fired the bullet.
double	**getPower**()	Returns the bullet firepower level.
double	**getSpeed**()	Returns the speed of the bullet measured in units per turn.

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString,
wait, wait, wait
```

Constructor Detail

BulletState

```
public BulletState(int bulletId,
                   int ownerId,
                   double power,
                   double x,
                   double y,
                   double direction,
                   java.awt.Color color)
```

Initializes a new instance of the BulletState class.

Parameters:

`bulletId` - is the unique id of the bullet.

`ownerId` - is the id of the bot that fired the bullet.

`power` - is the bullet firepower level.

`x` - is the X coordinate of the bullet.

`y` - is the Y coordinate of the bullet.

`direction` - is the direction in degrees.

`color` - is the color of the bullet.

Method Detail

getBulletId

The unique id of the bullet.

---

getOwnerId

```
public int getOwnerId()
```

Returns the id of the owner bot that fired the bullet.

Returns:
The id of the owner bot that fired the bullet.

---

getPower

```
public double getPower()
```

Returns the bullet firepower level.

Returns:
The bullet firepower level.

---

getX

```
public double getX()
```

Returns the X coordinate of the bullet.

Returns:
The X coordinate of the bullet.

---

getY

```
public double getY()
```

Returns the Y coordinate of the bullet.

Returns:
The Y coordinate of the bullet.

Returns the direction of the bullet in degrees.

Returns:

The direction of the bullet in degrees.

---

getSpeed

```
public double getSpeed()
```

Returns the speed of the bullet measured in units per turn.

Returns:

The speed of the bullet measured in units per turn.

---

getColor

```
public java.awt.Color getColor()
```

Returns the color of the bullet.

Returns:

The color of the bullet.