Class BattleshipAnim

public class BattleshipAnim extends JPanel

BattleshipAnim is a container for the animation aspect of the game.

Properties Summary

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| **Type** | **Variable** | **Description** |
| boolean | blnac01  blnac02  blnbs01  blnbs02  blndes01  blndes02  blnsub01  blnsub02  blnpb01  blnpb02 | Determines when the picture appears. 01 at the end of the variable represents the vertical picture. 02 represents the horizontal picture. |
| boolean | blntheme1  blntheme2 | Determines the theme of the game, original battleship or school themed classattack. |
| boolean, int | blnhit  blnEhit  intshot  intshot2  intmap[][]  intmapE[][] | Used to determine which player hit. Records and sets the places on the array if it was a hit or a miss. |
| boolean | blnwin  blnlose | Determines the animation for if a player wins or loses |
| int | intacx  intacy  intbsx  intbsy  intdesx  intdesy  intpbx  intpby  intsubx  intsuby  intSx  intSy  intMx  intMy | These variables set the coordinate property of the pictures. |

Constructor Summary

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| **Constructor** | **Description** |
| BattleshipAnim() | Creates a new animation panel to override the JPanel |

Method Summary

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| **Type** | **Method** | **Description** |
| void | paintComponent(Graphics g){ | This method has to be overridden to display the graphics on a [JPanel](http://docs.oracle.com/javase/7/docs/api/javax/swing/JPanel.html" \o "Java API" \t "_new) |
| void | drawGameBoard(Graphics2D g2d){ | This method creates the grid while in game for both players. It includes the opponent’s board as well as your own board. |
| void | shipBoard(Graphics2D g2d){ | This method creates the gird where the ships are set |
| void | endBanner(Graphics2D g2d){ | This method will generate the graphics for when a player wins or loses |
| void | shotFire(Graphics2D g2d){ | This method records if the selected coordinates were a hit or a miss into an array |
| void | background(Graphics2D g2d){ | Depending on the selected theme, this method will print out the background graphics |
| void | imageArray(Graphics2D g2d){ | This method reads a theme text file to put the images into an array. It also takes care of drawing most of the images (hit, miss, ships.etc…) |

Constructor Details

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| BattleshipAnim |
| public BattleshipAnim()  Creates a new BattleshipAnim panel  Parameters:   * No input parameters |
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Method Details

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| paintComponent |
| To display graphics on to the animation panel  Overrides:   * paintComponent in class JPanel   Parameters:   * g – Graphics object |
| drawGameBoard |
| Creates opponent and player grid  Parameters:   * g2d – Graphics2D object |
| shipBoard |
| Creates a grid for players to set ships  Parameters:   * g2d – Graphics2D object |
| endBanner |
| Creates the animation for win or lose  Parameters:   * g2d – Graphics2D object |
| shotFire |
| Gets and records the hit or miss into the array  Parameters:   * g2d – Graphics2D object |
| background |
| Sets the background picture depending on the theme  Parameters:   * g2d – Graphics2D object |
| imageArray |
| Reads and sets array from the corresponding theme text file  Parameters:   * g2d – Graphics2D object |