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code

Class Bullets

java.lang.Object
code.Bullets

```
public class Bullets
extends java.lang.Object
```

This class is for the bullet that belongs to the shooter (player of the game).

Field Summary

Fields	
Modifier and Type	Field and Description
(package private) java.awt.Rectangle	boundingBox
int	bulletSpeed
(package private) boolean	collision
int	height
boolean	inPlay
boolean	isShooting
boolean	moveLeft
boolean	moveRight
int	moveSpeed
int	numShots
int	playerScore
int	width
int	x
int	y

Constructor Summary

Constructors

Constructor and Description**Bullets**(**Shooter** shooter)**Method Summary****All Methods** **Instance Methods** **Concrete Methods**

Modifier and Type	Method and Description
private void	collide (spaceDefender game) Detects collisions between fired bullet and alien.
void	render (java.awt.Graphics graphics) Strictly for displaying bullet instance on screen
void	tick (spaceDefender game) tick method for bullet class keeps the bullet behind the shooter until the user wants to fire the bullet.

Methods inherited from class java.lang.Object

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

Field Detail**x**

public int x

y

public int y

bulletSpeed

public int bulletSpeed

width

public final int width

See Also:

Constant Field Values

height

```
public final int height
```

See Also:

[Constant Field Values](#)

playerScore

```
public int playerScore
```

inPlay

```
public boolean inPlay
```

isShooting

```
public boolean isShooting
```

moveLeft

```
public boolean moveLeft
```

moveRight

```
public boolean moveRight
```

moveSpeed

```
public int moveSpeed
```

boundingBox

```
java.awt.Rectangle boundingBox
```

collision

```
boolean collision
```

```
numShots
```

```
public int numShots
```

Constructor Detail

```
Bullets
```

```
public Bullets(Shooter shooter)
```

Parameters:

shooter - instance of shooter class that bullet shall belong to

Method Detail

```
tick
```

```
public void tick(spaceDefender game)
```

tick method for bullet class keeps the bullet behind the shooter until the user wants to fire the bullet. Once the bullet is either off of the top of the screen or has collided with an alien, the position of the bullet is repositioned behind the shooter.

Parameters:

game - Driver instance of the game

```
collide
```

```
private void collide(spaceDefender game)
```

Detects collisions between fired bullet and alien. If a collision occurs, the alien is declared dead and is moved off of the screen until the next level.

Parameters:

game - Driver instance of the game

```
render
```

```
public void render(java.awt.Graphics graphics)
```

Strictly for displaying bullet instance on screen

Parameters:

graphics - same instance as used in spaceDefender game instance

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