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code

Class Shooter

java.lang.Object
code.Shooter

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

This is the class that controls the shooter (which is controled by the user).

Field Summary

Fields	
Modifier and Type	Field and Description
(package private) java.awt.Rectangle	boundingBox
(package private) Bullets	bullet
int	health
int	height
boolean	moveLeft moveLeft is set to true user presses the left arrow key
boolean	moveRight moveRight is set to true user presses the right arrow key
int	moveSpeed
int	width
int	x
int	y

Constructor Summary

Constructors	
Constructor and Description	

```
Shooter(int x, int y)
```

Method Summary

All Methods **Instance Methods** **Concrete Methods**

Modifier and Type	Method and Description
void	render (java.awt.Graphics graphics) render method for shooter class is strictly for displaying graphics of shooter figure
void	tick (spaceDefender game) Method for responding to user input and moving the shooter accordingly.

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
```

health

```
public int health
```

width

```
public final int width
```

See Also:

[Constant Field Values](#)

height

```
public final int height
```

See Also:

[Constant Field Values](#)

moveSpeed

```
public int moveSpeed
```

moveLeft

```
public boolean moveLeft
```

moveLeft is set to true user presses the left arrow key

moveRight

```
public boolean moveRight
```

moveRight is set to true user presses the right arrow key

bullet

```
Bullets bullet
```

boundingBox

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

Constructor Detail**Shooter**

```
public Shooter(int x,  
               int y)
```

Parameters:

x - x coordinate of the shooter

y - y coordinate of the shooter

Method Detail

tick

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

Method for responding to user input and moving the shooter accordingly.

Parameters:

game - Driver instance of the game

render

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

render method for shooter class is strictly for displaying graphics of shooter figure

Parameters:

graphics - same instance as used in spaceDefender game instance

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