4/29/2017 Ball

PACKAGE CLASS USE TREE DEPRECATED INDEX HELP

PREV CLASS NEXT CLASS FRAMES NO FRAMES **ALL CLASSES**

SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

code

Class Ball

java.lang.Object code.Ball

public class Ball extends java.lang.Object

Class for ball

Field Summary

Fields

Modifier and Type		Field and Description
(package private) jav	va.awt.Rectangle	boundingBox
		Invisible box surrounding the ball to detect collisions with the paddle
private int		intersectionHits
		Used in paddleCollide method to count collision
		occurences
int		size
int		speed
int		velocityX
int		velocityY
int		x
int		У

Constructor Summary

Constructors

Constructor and Description

Ball(int x, int y)

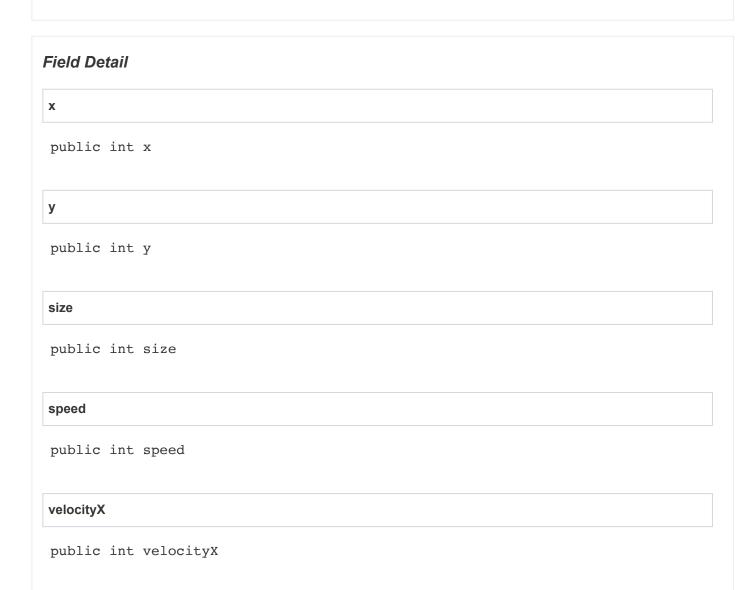
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Method Summary

All Methods Insta	ance Methods Concrete Methods
Modifier and Type	Method and Description
private void	<pre>paddleCollide(Tennis game) Detects if a collision occurs between the ball and the player paddle.</pre>
void	render(java.awt.Graphics g) Used strictly to display the player paddle graphic.
void	tick(Tennis game) Change the x direction of the ball if it hits a paddle or the side walls.

Methods inherited from class java.lang.Object

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



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velocityY

public int velocityY

intersectionHits

private int intersectionHits

Used in paddleCollide method to count collision occurences

boundingBox

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

Invisible box surrounding the ball to detect collisions with the paddle

Constructor Detail

Ball

Method Detail

tick

```
public void tick(Tennis game)
```

Change the x direction of the ball if it hits a paddle or the side walls. Change the y direction of the ball if it hits the floor or ceiling

Parameters:

```
game - Main driver Tennis instance
```

paddleCollide

```
private void paddleCollide(Tennis game)
```

Detects if a collision occurs between the ball and the player paddle. Each collision increases intersection A is a single collision occurred and player score is increased by one

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Parameters:

game - Main driver Tennis instance

render

public void render(java.awt.Graphics g)

Used strictly to display the player paddle graphic.

Parameters:

graphics - Main driver graphics instance

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