

[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 Alien

java.lang.Object  
code.Alien

---

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

This class is for the functionality and display of an individual alien. Within this class are methods for positioning of the alien and displaying the alien to the screen. An instance of an AlienBomb belongs to each instance of an alien.

### Field Summary

#### Fields

| Modifier and Type                    | Field and Description |
|--------------------------------------|-----------------------|
| (package private) <b>AlienBomb</b>   | <b>bomb</b>           |
| (package private) java.awt.Rectangle | <b>boundingBox</b>    |
| int                                  | <b>height</b>         |
| boolean                              | <b>isDead</b>         |
| int                                  | <b>moveSpeed</b>      |
| int                                  | <b>width</b>          |
| int                                  | <b>x</b>              |
| int                                  | <b>y</b>              |

### Constructor Summary

#### Constructors

| Constructor and Description |
|-----------------------------|
| <b>Alien</b> (int x, int y) |

### Method Summary

## All Methods    Instance Methods    Concrete Methods

| Modifier and Type | Method and Description   |
|-------------------|--|
| void              | <b>render</b> (java.awt.Graphics graphics)<br>Strictly for displaying alien instance on screen |
| void              | <b>tick</b> (spaceDefender game)<br>Changes coordinate variables of alien instance             |

### 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

**width**

public final int width

**See Also:**

[Constant Field Values](#)

**height**

public final int height

**See Also:**

[Constant Field Values](#)

**moveSpeed**

public int moveSpeed

**isDead**

```
public boolean isDead
```

**bomb**

```
AlienBomb bomb
```

**boundingBox**

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

***Constructor Detail*****Alien**

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

**Parameters:**

x - x coordinate of alien on JFrame

y - y coordinate of alien on JFrame

***Method Detail*****tick**

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

Changes coordinate variables of alien instance

**Parameters:**

game - Driver instance of the game

**render**

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

Strictly for displaying alien instance on screen

**Parameters:**

```
graphics - same instance as used in spaceDefender game instance
```

[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](#)