

[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 GameIO

```
java.lang.Object
    code.GameIO
```

All Implemented Interfaces:

```
java.awt.event.KeyListener, java.util.EventListener
```

```
public class GameIO
    extends java.lang.Object
    implements java.awt.event.KeyListener
```

This allows the user to control the shooter. Shooter is moved left by pressing the left arrow key, and right by pressing the right arrow key on keyboard. Spacebar is used to initially enter the game. Once in the game, spacebar is used to fire a bullet.

Constructor Summary

Constructors

Constructor and Description

GameIO([spaceDefender](#) game)

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
void	keyPressed (java.awt.event.KeyEvent e)
void	keyReleased (java.awt.event.KeyEvent e)
void	keyTyped (java.awt.event.KeyEvent e)

Methods inherited from class java.lang.Object

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

Constructor Detail

GameIO

```
public GameIO(spaceDefender game)
```

Parameters:

game – spaceDefender instance (where the game is run from)

Method Detail

keyPressed

```
public void keyPressed(java.awt.event.KeyEvent e)
```

Specified by:

keyPressed in interface java.awt.event.KeyListener

keyReleased

```
public void keyReleased(java.awt.event.KeyEvent e)
```

Specified by:

keyReleased in interface java.awt.event.KeyListener

keyTyped

```
public void keyTyped(java.awt.event.KeyEvent e)
```

Specified by:

keyTyped in interface java.awt.event.KeyListener

[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](#)