package BrickBreakergame;

import javax.swing.\*;

import java.awt.\*;

import java.awt.event.\*;

class MapGener{

public int map [][];

public int brickWidth;

public int brickHeight;

// this creates the brick of size 3x7

public MapGener(int row, int col) {

map = new int [row][col];

for (int i = 0; i < map.length; i++) {

for (int j=0; j< map[0].length;j++) {

map[i][j] = 1;

}

}

brickWidth = 540/col;

brickHeight = 150/row;

}

// this draws the bricks

public void draw(Graphics2D g) {

for (int i = 0; i < map.length; i++) {

for (int j=0; j< map[0].length;j++) {

if(map[i][j] > 0) {

g.setColor(new Color(0XFF8787)); // brick color

g.fillRect(j\*brickWidth + 80, i\*brickHeight + 50, brickWidth, brickHeight);

g.setStroke(new BasicStroke(4));

g.setColor(Color.BLACK);

g.drawRect(j\*brickWidth + 80, i\*brickHeight + 50, brickWidth, brickHeight);

}

}

}

}

// this sets the value of brick to 0 if it is hit by the ball

public void setBrickValue(int value, int row, int col) {

map[row][col] = value;

}

}