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Modelo

Class Pantallas

```
java.lang.Object
  java.awt.Component
    java.awt.Container
      java.awt.Window
        java.awt.Frame
          Modelo.Pantallas
```

All Implemented Interfaces:

[java.awt.image.ImageObserver](#), [java.awt.MenuContainer](#), [java.io.Serializable](#),
[javax.accessibility.Accessible](#)

```
public class Pantallas
  extends java.awt.Frame
```

Clase para manejar las pantallas

Version:

1.0.0.0

Author:

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See Also:

[Serialized Form](#)

Nested Class Summary

Nested classes/interfaces inherited from class [java.awt.Frame](#)

[java.awt.Frame.AccessibleAWTFrame](#)

Nested classes/interfaces inherited from class [java.awt.Window](#)

[java.awt.Window.AccessibleAWTWindow](#), [java.awt.Window.Type](#)

Nested classes/interfaces inherited from class [java.awt.Container](#)

[java.awt.Container.AccessibleAWTContainer](#)

Nested classes/interfaces inherited from class [java.awt.Component](#)

```
java.awt.Component.AccessibleAWTComponent, java.awt.Component.BaselineResizeBehavior,
java.awt.Component.BltBufferStrategy, java.awt.Component.FlipBufferStrategy
```

Field Summary

Fields

Modifier and Type

Field and Description

(package private) int

alto_pantalla

El alto de pantalla.

(package private) int

ancho_pantalla

El ancho de la pantalla.

javax.swing.JButton

Bcargar

El boton de cargar

javax.swing.JButton

Biniciar

El boton de iniciar

javax.swing.JButton

Binstrucciones

Boton para mostrar las instrucciones

javax.swing.JComboBox

Cdifi

Lista para escoger los niveles de dificultad

javax.swing.JFrame

Fmenu

El JFrame para el menu inicial.

(package private) javax.swing.ImageIcon **imagen**

Imagen a mostrar en el fondo

Fields inherited from class java.awt.Frame

CROSSHAIR_CURSOR, DEFAULT_CURSOR, E_RESIZE_CURSOR, HAND_CURSOR, ICONIFIED, MAXIMIZED_BOTH, MAXIMIZED_HORIZ, MAXIMIZED_VERT, MOVE_CURSOR, N_RESIZE_CURSOR, NE_RESIZE_CURSOR, NORMAL, NW_RESIZE_CURSOR, S_RESIZE_CURSOR, SE_RESIZE_CURSOR, SW_RESIZE_CURSOR, TEXT_CURSOR, W_RESIZE_CURSOR, WAIT_CURSOR

Fields inherited from class java.awt.Component

accessibleContext, BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Constructor Summary

Constructors

Constructor and Description

`Pantallas()`

Constructor de los parametros de las pantallas.

Method Summary

All Methods

Instance Methods

Concrete Methods

| Modifier and Type | Method and Description |
|-------------------|--|
| void | <code>carga()</code> Metodo para crear una Ventana de inicio. |
| void | <code>gameOver(java.lang.String Mensaje)</code> Game over: Este metodo muestra el mensaje cuando ya ha perdido todas las vidas |
| void | <code>instrucciones()</code> Instrucciones: Aqui se carga las instrucciones para ser mostradas |
| void | <code>MensajeConciencia(java.lang.String Mensaje)</code> Mensaje de Conciencia: Aqui se va a cargar los mensajes de concientizacion para ser mostrados |
| void | <code>menu_Principal()</code> Metodo para cargar el menu principal |
| java.lang.String | <code>obtener_nivel()</code> Obtener nivel. |
| void | <code>puntaje(int puntaje)</code> Mensaje de Puntaje final |

Methods inherited from class java.awt.Frame

`addNotify`, `getAccessibleContext`, `getCursorType`, `getExtendedState`, `getFrames`, `getIconImage`, `getMaximizedBounds`, `getMenuBar`, `getState`, `getTitle`, `isResizable`, `isUndecorated`, `paramString`, `remove`, `removeNotify`, `setBackground`, `setCursor`, `setExtendedState`, `setIconImage`, `setMaximizedBounds`, `setMenuBar`, `setOpacity`, `setResizable`, `setShape`, `setState`, `setTitle`, `setUndecorated`

Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener, addWindowFocusListener, addWindowListener, addWindowStateListener, applyResourceBundle, applyResourceBundle, createBufferStrategy, createBufferStrategy, dispose, getBackground, getBufferStrategy, getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys, getIconImages, getInputContext, getListeners, getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity, getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit, getType, getWarningString, getWindowFocusListeners, getWindowListeners, getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop, isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow, isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing, isValidRoot, pack, paint, postEvent, processEvent, processWindowEvent, processWindowFocusEvent, processWindowStateEvent, removeWindowFocusListener, removeWindowListener, removeWindowStateListener, reshape, setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor, setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation, setLocation, setLocationByPlatform, setLocationRelativeTo, setMinimumSize, setModalExclusionType, setSize, setSize, setType, setVisible, show, toBack, toFront

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addImpl, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getAlignmentX, getAlignmentY, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalPolicy, getInsets, getLayout, getMaximumSize, getMinimumSize, getMousePosition, getPreferredSize, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, print, printComponents, processContainerEvent, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusTraversalKeys, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setFont, setLayout, transferFocusDownCycle, update, validate, validateTree

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, coalesceEvents, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, disableEvents, dispatchEvent, enable, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphics, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners,

getPosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPreferredSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, processComponentEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processKeyEvent, processMouseEvent, processMouseMotionEvent, processMouseWheelEvent, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resize, resize, revalidate, setComponentOrientation, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeysEnabled, setForeground, setIgnoreRepaint, setLocale, setMaximumSize, setName, setPreferredSize, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

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

Methods inherited from interface java.awt.MenuContainer

getFont, postEvent

Field Detail

imagen

javax.swing.ImageIcon imagen

Imagen a mostrar en el fondo

ancho_pantalla

int ancho_pantalla

El ancho de la pantalla.

alto_pantalla

int alto_pantalla

El alto de pantalla.

Fmenu

```
public javax.swing.JFrame Fmenu
```

El JFrame para el menu inicial.

Biniciar

```
public javax.swing.JButton Biniciar
```

El boton de iniciar

Bcargar

```
public javax.swing.JButton Bcargar
```

El boton de cargar

Binstrucciones

```
public javax.swing.JButton Binstrucciones
```

Boton para mostrar las instrucciones

Cdifi

```
public javax.swing.JComboBox Cdifi
```

Lista para escoger los niveles de dificultad

Constructor Detail

Pantallas

```
public Pantallas()
```

Constructor de los parametros de las pantallas.

Method Detail

carga

```
public void carga()
```

Metodo para crear una Ventana de inicio.

menu_Principal

```
public void menu_Principal()
```

Metodo para cargar el menu principal

gameOver

```
public void gameOver(java.lang.String Mensaje)
```

Game over: Este metodo muestra el mensaje cuando ya ha perdido todas las vidas

Parameters:

Mensaje - que se va a mostrar

MensajeConciencia

```
public void MensajeConciencia(java.lang.String Mensaje)
```

Mensaje de Conciencia: Aqui se va a cargar los mensajes de concientizacion para ser mostrados

Parameters:

Mensaje - que recibe del juego

puntaje

```
public void puntaje(int puntaje)
```

Mensaje de Puntaje final

Parameters:

puntaje - que recibe del juego, para se mostrado

instrucciones

```
public void instrucciones()
```

Instrucciones: Aqui se carga las instrucciones para ser mostradas

obtener_nivel

```
public java.lang.String obtener_nivel()
```

Obtener nivel.

Returns:

the string

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