

May 31, 16 7:55

MovableElement.cpp

Page 1/1

```

#include "MovableElement.h"
#include "Ninja.h"
#include <iostream>
#include <fstream>
#include <SFML/Graphics.hpp>
using namespace std;

/*
 * -----
 * "THE BEER-WARE LICENSE" (Revision 42):
 * Antoine BOULANGAM-^I & Pierre_Elliot CABRERA wrote this file. As long as you
 * retain this notice you
 * can do whatever you want with this stuff. If we meet some day, and you think
 * this stuff is worth it, you can buy me a beer in return
 * -----
 */

//=====
// Constructeur
//=====
MovableElement::MovableElement(int x, int y, int w, int h, int mvtX, int mvtY)
    : _x(x), _y(y), _w(w), _h(h), _mvtX(mvtX), _mvtY(mvtY) {}

//=====
// D  place un MovableElement
//=====
void MovableElement::move() {
    _x += _mvtX;
    _y -= _mvtY;
}

//=====
// V  rifie s'il y a collision entre
// deux MovableElement
//=====
bool MovableElement::collision(MovableElement * other) const{
    sf::IntRect ball(_x, _y, _w, _h);
    sf::IntRect element(other->getX(), other->getY(), other->getW(), other->getH
());
    return ball.intersects(element);
}

//=====
// Mutateurs
//=====
void MovableElement::setMvtX(int value) {
    _mvtX = value;
    if(_mvtX < -40) {
        _mvtX = 40;
    }
}

void MovableElement::setMvtY(int value) { _mvtY = value; }

//=====
// Accesseurs
//=====
int MovableElement::getX() const { return _x; }
int MovableElement::getY() const { return _y; }
int MovableElement::getW() const { return _w; }
int MovableElement::getH() const { return _h; }
int MovableElement::getMvtX() const { return _mvtX; }
int MovableElement::getMvtY() const { return _mvtY; }

```