Lab 11

Task 4

class Game extends JFrame {

int x = 100;

int y = 100;

int bananax[] = {50, 300, 210, 390, 90, 520};

int bananay[] = {100, 150, 200, 250, 300, 350};

Image cat = new ImageIcon("cat.gif").getImage();

Image bananas = new ImageIcon("bananas.gif").getImage();

public void paintFrame(Graphics g) {

g.drawImage(cat, x, y, this);

// each tick, draw the object bananas in 6 different places

//(stepping thru the bananax and bananay arrays using a for loop:

for(int i = 0; i < 6; i++) {

g.drawImage(bananas, bananax[i], bananay[i], this);

}

// eatch tick, step thru each element in bananax array, and increment the value by +3:

for (int e = 0; e < 6; e++) {

bananax[e] += 3;

}

// each tick, step thru each element in bananax,

// if that value is more than the width of the gameboard,

// it has moved off the edge, so reset it back to zero minus the object's

// width:

for (int f = 0; f < 6; f++) {

if (bananax[f] > gameboard.getWidth()) {

bananax[f] = 0 - bananas.getWidth(this);

}

}

*/\* if (isLeftArrowPressed() == true) {*

*\* if (x > 0) {*

*\* x -= 10;*

*\* }*

*\* }*

*\**

*\* if (isRightArrowPressed() == true) {*

*\* if (x < gameboard.getWidth() - cat.getWidth(this)-5) {*

*\* x += 10;*

*\* }*

*\* }*

*\*/*

if (isUpArrowPressed() == true) {

if (y > 0) {

y -= 10;

}

}

if (isDownArrowPressed() == true) {

if (y < gameboard.getHeight() - cat.getHeight(this)) {

y += 10;

}

}

}

Lab 11:

Task 4 Test Plan:

one cat is displayed on the screen \_\_\_\_\_

the cat is not moving \_\_\_\_\_

whenever the up arrow key is pressed,

the cat moves up \_\_\_\_\_

whenever the up arrow key is released,

the cat stops moving up \_\_\_\_\_

whenever the down arrow key is pressed,

the cat moves down \_\_\_\_\_

whenever the down arrow key is released,

the cat stops moving down \_\_\_\_\_

display 6 groups of bananas \_\_\_\_\_

cat cannot move move past the edges of the gameboard \_\_\_\_\_

bananas move slowly and continuously to the right \_\_\_\_\_

when bananas run off right edge of game board,

move them off the left edge of the game board

\*\**bananas start just off the left edge of the*

*gameboard, and move all the way off the right*

*Edge of the gameboard before reappearing*

*on the left side*\*\* \_\_\_\_\_

cat moves up and down only \_\_\_\_\_

if user changes the size of the gameboard,

bananas go all the way to right edge of gameboard

before reappearing on the left side \_\_\_\_\_

