

# Readme- BulletMove.cpp

## *OBJECTIVES:*

*Creates a QObject which creates a new thread to move bullet periodically.*

## *QT FEATURES USED:*

*Qthread – for creating new thread which signals the move slot of bullet periodically.*

*QObject – included for making use of slots.*

## *VARIABLES AND MEMBER FUNCTIONS:*

*bth – holds the new thread created*

*thrdset() - connects signals and slots of new and main threads.*