Class PlaneSprite

java.lang.Object
    java.awt.Component
        java.awt.Container
            javax.swing.JComponent
                javax.swing.JPanel
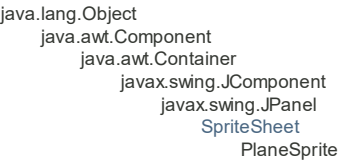   SpriteSheet
                        PlaneSprite

All Implemented Interfaces:

java.awt.event.ActionListener, java.awt.event.KeyListener, java.awt.event.MouseListener, java.awt.event.MouseMotionListener, java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable, java.lang.Runnable, java.util.EventListener, javax.accessibility.Accessible, javax.swing.event.MouseInputListener

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public class **PlaneSprite**
extends SpriteSheet
implements java.awt.event.ActionListener, java.awt.image.ImageObserver, java.lang.Runnable, java.awt.event.KeyListener, javax.swing.event

See Also:
Serialized Form

Nested Class Summary

Nested classes/interfaces inherited from class javax.swing.JPanel

javax.swing.JPanel.AccessibleJPanel

Nested classes/interfaces inherited from class javax.swing.JComponent

javax.swing.JComponent.AccessibleJComponent

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

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Field Summary

Fields

Modifier and Type	Field and Description
private java.util.List<Missile>	Ammo
boolean	didPlaneFire
private java.awt.image.BufferedImage	img1
private boolean	isPlaneHit
private int	maxAmmo
private boolean	missileFired
java.util.List<Missile>	missiles
private java.util.List<Missile>	Missiles
private int	MoveTic
private boolean	planeDestroyed
private boolean	planeDown
private boolean	planeHit
private boolean	planeLeft

int	**planeLife**
private boolean	**planeRight**
private boolean	**planeUp**
private static java.awt.image.BufferedImage[]	**sprites1**
private boolean	**usingKeyboard**
private int	**x**
private int	**y**

Fields inherited from class javax.swing.JComponent

listenerList, TOOL_TIP_TEXT_KEY, ui, UNDEFINED_CONDITION, WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED, WHEN_IN_FOCUSED_WINDOW

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

PlaneSprite()

Method Summary

All Methods   **Instance Methods**   **Concrete Methods**

Modifier and Type	Method and Description
void	**actionPerformed**(java.awt.event.ActionEvent arg0)
void	**addPlaneLife**(int x)
java.util.List<**Missile**>	**ammo**()
void	**ammoLoad**()
boolean	**didmissileFired**()
boolean	**didPlaneFire**()
void	**doDrawing**(java.awt.Graphics g)
java.awt.Rectangle	**getBounds**()
int	**getH**()
boolean	**getKeyboardStatus**()
int	**getLife**()
java.awt.image.BufferedImage	**getPlane**()
java.awt.image.BufferedImage[]	**getSprites**()
int	**getW**()
int	**getxPosition**()
int	**getyPosition**()
boolean	**isDead**()
boolean	**isDestroyed**()
void	**isHit**()
boolean	**isPlaneHit**()
void	**keyPressed**(java.awt.event.KeyEvent e)
void	**keyReleased**(java.awt.event.KeyEvent e)

void	keyTyped(java.awt.event.KeyEvent e)
private void	loadImage()
void	missileFired(boolean fire)
java.util.List<Missile>	missiles()
void	mouseClicked(java.awt.event.MouseEvent e)
void	mouseDragged(java.awt.event.MouseEvent e)
void	mouseEntered(java.awt.event.MouseEvent e)
void	mouseExited(java.awt.event.MouseEvent e)
void	mouseMoved(java.awt.event.MouseEvent e)
void	mousePressed(java.awt.event.MouseEvent e)
void	mouseReleased(java.awt.event.MouseEvent e)
void	moveDown()
void	moveLeft()
void	moveRight()
void	moveUp()
Missile	projectile()
void	run()
void	setPlaneDestroyed(boolean planeDestroyed)
void	setPlaneDown(boolean i)
void	setPlaneLeft(boolean i)
void	setPlaneRight(boolean i)
void	setPlaneUp(boolean i)
void	setxPosition(int xPosition)
void	setyPosition(int yPosition)

Methods inherited from class SpriteSheet

getHeight, getWidth

Methods inherited from class javax.swing.JPanel

getAccessibleContext, getUI, getUIClassID, paramString, setUI, updateUI

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, fireVetoableChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentGraphics, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingOrigin, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintBorder, paintChildren, paintComponent, paintImmediately, paintImmediately, print, printAll, printBorder, printChildren, printComponent, processComponentKeyEvent, processKeyBinding, processKeyEvent, processMouseEvent, processMouseMotionEvent, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setUI, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addImpl, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize,

paintComponents, preferredSize, printComponents, processContainerEvent, processEvent, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle, 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, createImage, createImage, createVolatileImage, createVolatileImage, disableEvents, dispatchEvent, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMouseWheelListeners, getMousePosition, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, processComponentEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processMouseWheelEvent, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setName, setSize, setSize, show, 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.image.ImageObserver

imageUpdate

Field Detail

Ammo

private final java.util.List<Missile> Ammo

didPlaneFire

public boolean didPlaneFire

img1

private java.awt.image.BufferedImage img1

isPlaneHit

private boolean isPlaneHit

maxAmmo

private final int maxAmmo

See Also:
Constant Field Values

missileFired

private boolean missileFired

missiles

public java.util.List<Missile> missiles

Missiles

private java.util.List<Missile> Missiles

MoveTic

private int MoveTic

---

planeDestroyed

private boolean planeDestroyed

---

planeDown

private boolean planeDown

---

planeHit

private boolean planeHit

---

planeLeft

private boolean planeLeft

---

planeLife

public int planeLife

---

planeRight

private boolean planeRight

---

planeUp

private boolean planeUp

---

sprites1

private static java.awt.image.BufferedImage[] sprites1

---

usingKeyboard

private boolean usingKeyboard

---

x

private int x

---

y

private int y

Constructor Detail

PlaneSprite

```
public PlaneSprite()
```

Method Detail

actionPerformed

```
public void actionPerformed(java.awt.event.ActionEvent arg0)
```
Specified by:
actionPerformed in interface java.awt.event.ActionListener

addPlaneLife

```
public void addPlaneLife(int x)
```

ammo

```
public java.util.List<Missile> ammo()
```

ammoLoad

```
public void ammoLoad()
```

didmissileFired

```
public boolean didmissileFired()
```

didPlaneFire

```
public boolean didPlaneFire()
```

doDrawing

```
public void doDrawing(java.awt.Graphics g)
```

getBounds

```
public java.awt.Rectangle getBounds()
```
Overrides:
getBounds in class java.awt.Component

getH

```
public int getH()
```

getKeyboardStatus

```
public boolean getKeyboardStatus()
```

getLife

```
public int getLife()
```

getPlane

```
public java.awt.image.BufferedImage getPlane()
```

getSprites

```
public java.awt.image.BufferedImage[] getSprites()
```

Overrides:

getSprites in class SpriteSheet

getW

```
public int getW()
```

getxPosition

```
public int getxPosition()
```

getyPosition

```
public int getyPosition()
```

isDead

```
public boolean isDead()
```

isDestroyed

```
public boolean isDestroyed()
```

isHit

```
public void isHit()
```

isPlaneHit

```
public boolean isPlaneHit()
```

keyPressed

```
public void keyPressed(java.awt.event.KeyEvent e)
```

Specified by:

keyPressed in interface java.awt.event.KeyListener

keyReleased

```
public void keyReleased(java.awt.event.KeyEvent e)
```

Specified by:

keyReleased in interface java.awt.event.KeyListener

keyTyped

```
public void keyTyped(java.awt.event.KeyEvent e)
```

Specified by:

keyTyped in interface java.awt.event.KeyListener

loadImage

```
private void loadImage()
```

missileFired

```
public void missileFired(boolean fire)
```

missiles

```
public java.util.List<Missile> missiles()
```

mouseClicked

```
public void mouseClicked(java.awt.event.MouseEvent e)
```

Specified by:
```
mouseClicked in interface java.awt.event.MouseListener
```

mouseDragged

```
public void mouseDragged(java.awt.event.MouseEvent e)
```

Specified by:
```
mouseDragged in interface java.awt.event.MouseMotionListener
```

mouseEntered

```
public void mouseEntered(java.awt.event.MouseEvent e)
```

Specified by:
```
mouseEntered in interface java.awt.event.MouseListener
```

mouseExited

```
public void mouseExited(java.awt.event.MouseEvent e)
```

Specified by:
```
mouseExited in interface java.awt.event.MouseListener
```

mouseMoved

```
public void mouseMoved(java.awt.event.MouseEvent e)
```

Specified by:
```
mouseMoved in interface java.awt.event.MouseMotionListener
```

mousePressed

```
public void mousePressed(java.awt.event.MouseEvent e)
```

Specified by:
```
mousePressed in interface java.awt.event.MouseListener
```

mouseReleased

```
public void mouseReleased(java.awt.event.MouseEvent e)
```

Specified by:
```
mouseReleased in interface java.awt.event.MouseListener
```

moveDown

```
public void moveDown()
```

moveLeft

```
public void moveLeft()
```

moveRight

```
public void moveRight()
```

moveUp

```
public void moveUp()
```

projectile

```
public Missile projectile()
```

run

```
public void run()
```

Specified by:

```
run in interface java.lang.Runnable
```

setPlaneDestroyed

```
public void setPlaneDestroyed(boolean planeDestroyed)
```

setPlaneDown

```
public void setPlaneDown(boolean i)
```

setPlaneLeft

```
public void setPlaneLeft(boolean i)
```

setPlaneRight

```
public void setPlaneRight(boolean i)
```

setPlaneUp

```
public void setPlaneUp(boolean i)
```

setxPosition

```
public void setxPosition(int xPosition)
```

setyPosition

```
public void setyPosition(int yPosition)
```