

Class Sound_effects

java.lang.Object

Sound_effects

```
public class Sound_effects
extends java.lang.Object
```

This class keeps track of our sounds clips. It can play sounds for background music, planehit sound, and the misslefired sound.

Field Summary

Fields

Modifier and Type	Field and Description
private javax.sound.sampled.Clip	<code>clip</code>

Constructor Summary

Constructors

Constructor and Description
<code>Sound_effects()</code> This is our sound device, when created it can be used to play several different sounds.

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type	Method and Description
void	<code>backGround()</code> This will play and load the background music that is used throughout the game.
void	<code>missileFired()</code> This method will play the sound for a missled being fired.
void	<code>planeHitsound()</code>

This method loads and play the noise for when a plane get hit.

Methods inherited from class java.lang.Object

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

Field Detail

clip

```
private javax.sound.sampled.Clip clip
```

Constructor Detail

Sound_effects

```
public Sound_effects()
```

This is our sound device, when created it can be used to play several different sounds.

Method Detail

backGround

```
public void backGround()
```

This will play and load the background music that is used throughout the game.

missileFired

```
public void missileFired()
```

This method will play the sound for a missled being fired.

planeHitsound

```
public void planeHitsound()
```

This method loads and play the noise for when a plane get hit.

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