

# Class Powerup

java.lang.Object  
Powerup

All Implemented Interfaces:

java.awt.image.ImageObserver

Direct Known Subclasses:

LifePowerup

```
public class Powerup
extends java.lang.Object
implements java.awt.image.ImageObserver
```

This class is the parent class for life powerups and weapon powerups. This is used to stored share methods across all powerups.

## Field Summary

Fields	
Modifier and Type	Field and Description
protected java.awt.Rectangle	bounds
protected int	h
protected java.awt.image.BufferedImage	imageLife
protected boolean	isCollected
protected boolean	isLifePowerup
protected boolean	isWeaponUpgrade
protected int	w
protected int	x
protected int	y

### Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

## Constructor Summary

### Constructors

#### Constructor and Description

[Powerup\(\)](#)

## Method Summary

### All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method and Description
void	<a href="#">collisionCheck</a> (java.awt.Rectangle planeBounds) This is the method that will keep track of power up collision with the player.
void	<a href="#">draw</a> (java.awt.Graphics g) This method draws the on the canvas and moves it down.
void	<a href="#">getBounds</a> () This method will set the bounds of the powerups sprite.
boolean	<a href="#">imageUpdate</a> (java.awt.Image img, int infoflags, int x, int y, int width, int height) This method is unused but required by ImageObserver super.
boolean	<a href="#">isCollided</a> () This method will return the sprite collided boolean.
boolean	<a href="#">isLifeP</a> () This is a boolean to tell if its a life or weapon power up.
boolean	<a href="#">isWeapon</a> () This is a future feature -- Developing
void	<a href="#">movePowerDown</a> () This method will move the powerup down 3 points on the plane.

### Methods inherited from class java.lang.Object

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

## Field Detail

x

protected int x

**y**

protected int y

**w**

protected int w

**h**

protected int h

**imageLife**

protected java.awt.image.BufferedImage imageLife

**isWeaponUpgrade**

protected boolean isWeaponUpgrade

**isLifePowerup**

protected boolean isLifePowerup

**isCollected**

protected boolean isCollected

**bounds**

protected java.awt.Rectangle bounds

### ***Constructor Detail***

**Powerup**

```
public Powerup()
```

## ***Method Detail***

### **collisionCheck**

```
public void collisionCheck(java.awt.Rectangle planeBounds)
```

This is the method that will keep track of power up collision wiht the player.

**Parameters:**

planeBounds - this is the bounds of the plane to check collision with.

### **isLifeP**

```
public boolean isLifeP()
```

This is a boolean to tell if its a life or weapon power up.

**Returns:**

return the life powerup boolean

### **isWeapon**

```
public boolean isWeapon()
```

This is a future feature -- Devoloping

**Returns:**

retunr the weapon powerup boolean

### **isCollided**

```
public boolean isCollided()
```

This method will return the sprite collided boolean.

**Returns:**

if the powerup has been collided with.

### **getBounds**

```
public void getBounds()
```

This method will set the bounds of the powerups sprite.

#### **draw**

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

This method draws the on the canvas and moves it down.

##### **Parameters:**

**g** -

#### **movePowerDown**

```
public void movePowerDown()
```

This method will move the powerup down 3 points on the plane.

#### **imageUpdate**

```
public boolean imageUpdate(java.awt.Image img,  
                           int infoflags,  
                           int x,  
                           int y,  
                           int width,  
                           int height)
```

This method is unused but required by ImageObsever super.

##### **Specified by:**

imageUpdate in interface `java.awt.image.ImageObserver`

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