

# Class GameJPanel

java.lang.Object  
  java.awt.Component  
    java.awt.Container  
      javax.swing.JComponent  
        javax.swing.JPanel  
          GameJPanel

**All Implemented Interfaces:**

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable,  
java.lang.Runnable, javax.accessibility.Accessible

```
public class GameJPanel
extends javax.swing.JPanel
implements java.lang.Runnable
```

**See Also:**

[Serialized Form](#)

## Nested Class Summary

### Nested Classes

Modifier and Type	Class and Description
private class	<a href="#">GameJPanel.MAdapter</a>
private class	<a href="#">GameJPanel.TAdapter</a>

### 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
```

## ***Field Summary***

### **Fields**

<b>Modifier and Type</b>	<b>Field and Description</b>
private boolean	<b>allowDrop</b>
private java.util.List<Missile>	<b>ammo</b>
private int	<b>ammoAmount</b>
private int	<b>ammoPlacement</b>
private int	<b>ammoReload</b>
private Sound_effects	<b>back</b>
private ScrollingBackground	<b>back1</b>
private BigEnemy	<b>bigEnemy</b>
private EnemySprite	<b>enemy</b>
private int	<b>enemyCount</b>
private ExplosionSprite	<b>enemyExplosion</b>
java.util.List<EnemySprite>	<b>enemyPlayers</b>
private int	<b>explosionCount</b>
private int	<b>explosionTic</b>
boolean	<b>gameOver</b>
private java.lang.String	<b>healthpercent</b>
private int	<b>healthX</b>
javax.swing.JLabel	<b>lifeCounter</b>
java.util.List<LifePowerup>	<b>LifeUpList</b>
static PlaneSprite	<b>plane</b>
private ExplosionSprite	<b>planeExplosion</b>
private int	<b>powerRandom</b>
private int	<b>powerUpRate</b>
private java.util.Random	<b>puDrop</b>
private java.awt.Font	<b>retroGame</b>

private int	<code>score</code>
private <code>SmallEnemy</code>	<code>smallEnemy</code>
private <code>ExplosionSprite</code>	<code>smallEnemyExplosion</code>

### 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

`GameJPanel()`

## Method Summary

### All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method and Description
private void	<code>intiGamePanel()</code>
void	<code>paintComponent</code> ( <code>java.awt.Graphics g</code> )
void	<code>run()</code>

### 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, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingOrigin, isPaintingTile, isRequestFocusEnabled, isValidRoot, paint, paintBorder, paintChildren, 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, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, 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, processMouseEvent, 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

### Field Detail

#### allowDrop

private boolean allowDrop

#### ammo

private java.util.List<Missile> ammo

#### ammoAmount

private int ammoAmount

### **ammoPlacement**

```
private int ammoPlacement
```

### **ammoReload**

```
private int ammoReload
```

### **back**

```
private Sound_effects back
```

### **back1**

```
private ScrollingBackground back1
```

### **bigEnemy**

```
private BigEnemy bigEnemy
```

### **enemy**

```
private EnemySprite enemy
```

### **enemyCount**

```
private int enemyCount
```

### **enemyExplosion**

```
private ExplosionSprite enemyExplosion
```

### **enemyPlayers**

```
public java.util.List<EnemySprite> enemyPlayers
```

### **explosionCount**

```
private int explosionCount
```

#### **explosionTic**

```
private final int explosionTic
```

**See Also:**

[Constant Field Values](#)

#### **gameOver**

```
public boolean gameOver
```

#### **healthpercent**

```
private java.lang.String healthpercent
```

#### **healthX**

```
private int healthX
```

#### **lifeCounter**

```
public javax.swing.JLabel lifeCounter
```

#### **LifeUpList**

```
public java.util.List<LifePowerup> LifeUpList
```

#### **plane**

```
public static PlaneSprite plane
```

#### **planeExplosion**

```
private ExplosionSprite planeExplosion
```

#### **powerRandom**

```
private int powerRandom
```

#### powerUpRate

```
private final int powerUpRate
```

**See Also:**

[Constant Field Values](#)

#### puDrop

```
private final java.util.Random puDrop
```

#### retroGame

```
private java.awt.Font retroGame
```

#### score

```
private int score
```

#### smallEnemy

```
private SmallEnemy smallEnemy
```

#### smallEnemyExplosion

```
private ExplosionSprite smallEnemyExplosion
```

### ***Constructor Detail***

#### GameJPanel

```
public GameJPanel()
```

### ***Method Detail***



## intiGamePanel

```
private void intiGamePanel()
```

## paintComponent

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

### Overrides:

```
paintComponent in class javax.swing.JComponent
```

## run

```
public void run()
```

### Specified by:

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

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