Class EnemySprite

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

All Implemented Interfaces:

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

Direct Known Subclasses:

`BigEnemy, SmallEnemy`

```
public class EnemySprite
extends SpriteSheet
implements java.awt.image.ImageObserver
```

This is the parent class for BigEnemy and SmallEnemy. This holds shared methods and shared variables.

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

Field Summary

Fields

Modifier and Type	Field and Description
boolean	didPlaneFire
private java.awt.image.BufferedImage	enemy
private boolean	enemyDestroyed
java.util.List<Missile>	enemyMissiles
private java.awt.Color	heathBar
boolean	isBigEnemy
boolean	isSmallEnemy
private int	life
private int	moveSpeedX
private int	moveSpeedY
private boolean	planeDown
private boolean	planeLeft
private boolean	planeRight
private boolean	planeUp
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
EnemySprite() This is the default constructor for a parent class of BigEnemy and SmallEnemy
EnemySprite(java.lang.String file, int life) This is the parent consturctor and will set the image of the sprite.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
java.util.List<Missile>	**array()** This retunrs the List of missles controled by the enemy.
boolean	**didPlaneFire(boolean x)** THis method takes care of settings location of the missle location.
void	**doDrawing(java.awt.Graphics g)** This method will draw the enemysprite on the canas and move it around the canvas.
java.awt.Rectangle	**getBigBoundsX()** This is the parents class shared method for getting the bounds for the wings of the sprite.
java.awt.Rectangle	**getBigBoundsY()** This is the parents class shared method for getting the bounds of the body of the eneny sprite.
int	**getH()** This method will return the height of the sprite.
int	**getLife()** This method will return the total lifepoints left on the EnemySprite.
java.awt.image.BufferedImage	**getPlane()**
int	**getW()** This method will return the width of the sprite.

int	**getxPosition**() This method will return the x point of the enemy sprite.
int	**getyPosition**() This methods will return the y point of the enemy sprite.
boolean	**isEnemyDestroyed**() This will return if the enemy sprite was destoryed.
void	**loadImage**(java.lang.String file) This method is used to load the image of the enemy sprite.
void	**moveDown**() This will move the enemy sprite down, using the y speed it will move the sprite across the plane.
void	**moveLeft**() This will move the the enemy sprite to the left, using the moveSpeed variable it move it by that number.
void	**moveRight**() This method will move the enemy sprite to the right.
void	**moveUp**() This will move the enemy sprite up, using the y speed it will move the sprite across the plane.
Missile	**projectile**() Tis is the missle for the enemy.
void	**setEnemyDestroyed**(boolean b) This method allow you to set if the plane has been destoryed.
void	**setMoveSpeedX**(int moveX) This will set the speed of the x axis movement of the sprite.
void	**setX**(int x) This method will set the X cordinate.
void	**setY**(int y) This method will set the Y cordinate.
void	**substractLife**() This method will substract one life from the EnemySprite

Methods inherited from class SpriteSheet

getHeight, getSprites, 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, 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, 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

heathBar

```
private final java.awt.Color heathBar
```

moveSpeedY

```
private final int moveSpeedY
```

didPlaneFire

```
public boolean didPlaneFire
```

enemyMissiles

```
public java.util.List<Missile> enemyMissiles
```

isBigEnemy

```
public boolean isBigEnemy
```

isSmallEnemy

```
public boolean isSmallEnemy
```

x

```
private int x
```

planeRight

```
private boolean planeRight
```

planeLeft

```
private boolean planeLeft
```

planeUp

```
private boolean planeUp
```

planeDown

```
private boolean planeDown
```

enemy

```
private java.awt.image.BufferedImage enemy
```

enemyDestroyed

```
private boolean enemyDestroyed
```

y

```
private int y
```

life

```
private int life
```

moveSpeedX

```
private int moveSpeedX
```

Constructor Detail

EnemySprite

```
public EnemySprite()
```

This is the default constructor for a parent class of BigEnemy and SmallEnemy

EnemySprite

```
public EnemySprite(java.lang.String file,
                   int life)
```

This is the parent consturctor and will set the image of the sprite.

Parameters:

`file - this is the location of the image file for the sprite`

`life - the life of the enemy`

Method Detail

projectile

```
public Missile projectile()
```

Tis is the missle for the enemy.

Returns:

`a new missle for the enemy`

doDrawing

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

This method will draw the enemysprite on the canas and move it around the canvas.

Parameters:

`g - this is the canvas for the enemysprite to get drawn on.`

getLife

```
public int getLife()
```

This method will return the total lifepoints left on the EnemySprite.

Returns:

`the total life of the EnemySprite`

substractLife

```
public void substractLife()
```

This method will substract one life from the EnemySprite

didPlaneFire

```
public boolean didPlaneFire(boolean x)
```

THis method takes care of settings location of the missle location. If the enemy fires it sets a x location for the missle.

Parameters:

`x - is a true or false value for it the eney fired.`

Returns:

`reutnrs the location of the missles to shoot.`

array

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

This retunrs the List of missles controled by the enemy.

Returns:

`a list of missles fired by the enemy`

getPlane

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

Returns:

getH

```
public int getH()
```

This method will return the height of the sprite.

Returns:

`returns the height of the enemy sprite.`

getW

```
public int getW()
```

This method will return the width of the sprite.

Returns:

`reutnrs the width of the enemy sprite.`

getxPosition

```
public int getxPosition()
```

This method will return the x point of the enemy sprite.

Returns:

`returns the x location of the sprite.`

getyPosition

```
public int getyPosition()
```

This methods will return the y point of the enemy sprite.

Returns:

`returns the y location of the sprite.`

getBigBoundsX

```
public java.awt.Rectangle getBigBoundsX()
```

This is the parents class shared method for getting the bounds for the wings of the sprite.

Returns:

`the bounds of the wings of the enemy sprite.`

getBigBoundsY

```
public java.awt.Rectangle getBigBoundsY()
```

This is the parents class shared method for getting the bounds of the body of the eneny sprite.

Returns:

`the bounds of the body of the enemy sprite.`

isEnemyDestroyed

```
public boolean isEnemyDestroyed()
```

This will return if the enemy sprite was destoryed.

Returns:

`a boolean for if the sprite was destoryed/true or still alive/false.`

setEnemyDestroyed

```
public void setEnemyDestroyed(boolean b)
```

This method allow you to set if the plane has been destoryed.

Parameters:

`b - this is the boooolean passed in to set if it was hit or not.`

setMoveSpeedX

```
public void setMoveSpeedX(int moveX)
```

This will set the speed of the x axis movement of the sprite.

Parameters:

`moveX - the number of x cords it moves per action.`

moveLeft

```
public void moveLeft()
```

This will move the the enemy sprite to the left, using the moveSpeed variable it move it by that number.

moveRight

```
public void moveRight()
```

This method will move the enemy sprite to the right.

moveUp

```
public void moveUp()
```

This will move the enemy sprite up, using the y speed it will move the sprite across the plane.

moveDown

```
public void moveDown()
```

This will move the enemy sprite down, using the y speed it will move the sprite across the plane.

setX

```
public void setX(int x)
```

This method will set the X cordinate.

Parameters:

`x - this will be the number set for the x cord.`

setY

```
public void setY(int y)
```

This method will set the Y cordinate.

Parameters:

```
y - this will be th enumber set for the y cord.
```

loadImage

```
public void loadImage(java.lang.String file)
```

This method is used to load the image of the enemy sprite. Using the file location it will grab the image and load it onto the canvas.

Parameters:

```
file - this is the file location of the image.
```