

## Class tankEnemySprite

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

### All Implemented Interfaces:

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

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

### 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	<code>didPlaneFire</code>
private boolean	<code>enemyDestroyed</code>
java.util.List<Missile>	<code>enemyMissiles</code>
private int	<code>height</code>
private boolean	<code>isEnemyHit</code>
private boolean	<code>missileFired</code>
private boolean	<code>planeDown</code>
private boolean	<code>planeHit</code>
private boolean	<code>planeLeft</code>
private boolean	<code>planeRight</code>
private boolean	<code>planeUp</code>
private java.awt.image.BufferedImage	<code>smallEnemy</code>
private int	<code>width</code>
private int	<code>x</code>
private int	<code>y</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

`tankEnemySprite()`

### Method Summary

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

Modifier and Type	Method and Description
boolean	<code>didPlaneFire</code> (boolean x)
void	<code>doDrawing</code> (java.awt.Graphics g)
java.awt.Rectangle	<code>getBounds</code> ()
int	<code>getH</code> ()
int	<code>getHeight</code> ()
java.awt.image.BufferedImage	<code>getPlane</code> ()
int	<code>getW</code> ()
int	<code>getWidth</code> ()
int	<code>getXPosition</code> ()
int	<code>getYPosition</code> ()
boolean	<code>isEnemyDestroyed</code> ()
boolean	<code>isEnemyHit</code> ()
boolean	<code>isPlaneHit</code> ()
private void	<code>loadImage</code> ()
boolean	<code>missileFired</code> ()
void	<code>moveDown</code> ()
void	<code>moveLeft</code> ()
void	<code>moveRight</code> ()
void	<code>moveUp</code> ()
<b>Missile</b>	<code>projectile</code> ()
void	<code>setBounds</code> (java.awt.Rectangle bounds)
void	<code>setEnemyDestroyed</code> (boolean newplaneDestroyed)
void	<code>setisEnemyHit</code> ()
void	<code>setXPosition</code> (int xPosition)
void	<code>setYPosition</code> (int yPosition)

## Methods inherited from class `SpriteSheet`

`getSprites`

## 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, 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, 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***

### **didPlaneFire**

```
public boolean didPlaneFire
```

### **enemyDestroyed**

```
private boolean enemyDestroyed
```

### **enemyMissiles**

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

### **height**

```
private int height
```

### **isEnemyHit**

```
private boolean isEnemyHit
```

### **missileFired**

```
private boolean missileFired
```

### **planeDown**

```
private boolean planeDown
```

### **planeHit**

```
private boolean planeHit
```

### **planeLeft**

```
private boolean planeLeft
```

### **planeRight**

```
private boolean planeRight
```

### **planeUp**

```
private boolean planeUp
```

### **smallEnemy**

```
private java.awt.image.BufferedImage smallEnemy
```

### **width**

```
private int width
```

### **x**

```
private int x
```

### **y**

```
private int y
```

## ***Constructor Detail***

### **tankEnemySprite**

```
public tankEnemySprite()
```

## ***Method Detail***

### **didPlaneFire**

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

### **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()
```

### **getHeight**

```
public int getHeight()
```

**Overrides:**

`getHeight` in class `SpriteSheet`

### **getPlane**

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

### **getW**

```
public int getW()
```

### **getWidth**

```
public int getWidth()
```

**Overrides:**

`getWidth` in class `SpriteSheet`

### **getXPosition**

```
public int getXPosition()
```



**getyPosition**

```
public int getyPosition()
```

**isEnemyDestroyed**

```
public boolean isEnemyDestroyed()
```

**isEnemyHit**

```
public boolean isEnemyHit()
```

**isPlaneHit**

```
public boolean isPlaneHit()
```

**loadImage**

```
private void loadImage()
```

**missileFired**

```
public boolean missileFired()
```

**moveDown**

```
public void moveDown()
```

**moveLeft**

```
public void moveLeft()
```

**moveRight**

```
public void moveRight()
```

**moveUp**

```
public void moveUp()
```

## projectile

```
public Missile projectile()
```

## setBounds

```
public void setBounds(java.awt.Rectangle bounds)
```

Overrides:

setBounds in class java.awt.Component

## setEnemyDestroyed

```
public void setEnemyDestroyed(boolean newplaneDestroyed)
```

## setisEnemyHit

```
public void setisEnemyHit()
```

## setxPosition

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

## setyPosition

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

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