Class Background

java.lang.Object
    Background

All Implemented Interfaces:

`java.awt.image.ImageObserver`

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

This class takes care of loading the background image. When you create a instance background will pull and image file.

Field Summary

Fields

Modifier and Type	Field and Description
`private java.awt.image.BufferedImage`	`image`
`private int`	`x`
`private int`	`y`

Fields inherited from interface java.awt.image.ImageObserver

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

Constructor Summary

Constructors

Constructor and Description
`Background()`
`Background(int x, int y)` This is a background object and places an image covering the screen.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
void	`draw(java.awt.Graphics g)` This method takes care of drawing he image on the canvas.
int	`getImageHeight()` Returns the height of the iamge
int	`getImageWidth()` Return the width of the image
private int	`getX()` Method will reaturn the locaiton of the x location
private int	`getY()`
boolean	`imageUpdate(java.awt.Image arg0, int arg1, int arg2, int arg3, int arg4, int arg5)`

Methods inherited from class java.lang.Object

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

Field Detail

x

```
private final int x
```

image

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

y

```
private int y
```

Constructor Detail

Background

```
public Background()
```

Background

```
public Background(int x,
                  int y)
```

This is a background object and places an image covering the screen.

Parameters:

`x - this is the horizontal placement of the background`

`y - this is the vertial placement of the backgound`

Method Detail

draw

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

This method takes care of drawing he image on the canvas. When called it will paint the background image onto the canvas.

Parameters:

`g - this is what the image will be painted on`

getX

```
private int getX()
```

Method will reaturn the locaiton of the x location

Returns:

`the x coordinate`

getY

```
private int getY()
```

Returns:

`the y coordinate location`

getImageWidth

```
public int getImageWidth()
```

Return the width of the image

Returns:

this will return a int for the width of the iamge

getImageHeight

```
public int getImageHeight()
```

Returns the height of the iamge

Returns:

this will return a int for the height of the image

imageUpdate

```
public boolean imageUpdate(java.awt.Image arg0,
                           int arg1,
                           int arg2,
                           int arg3,
                           int arg4,
                           int arg5)
```

Specified by:

imageUpdate in interface java.awt.image.ImageObserver