PACKAGE   **CLASS**   USE   TREE   DEPRECATED   INDEX   HELP

PREV CLASS   NEXT CLASS   FRAMES   NO FRAMES   ALL CLASSES
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

Class LifePowerup

java.lang.Object
    Powerup
        LifePowerup

All Implemented Interfaces:

`java.awt.image.ImageObserver`

```
public class LifePowerup
extends Powerup
```

This is the LifePowerUp and is the subclass to the powerup.

Field Summary

Fields

Modifier and Type	Field and Description
boolean	**lifeAdded**

Fields inherited from class Powerup

bounds, h, imageLife, isCollected, isLifePowerup, isWeaponUpgrade, w, x, y

Fields inherited from interface java.awt.image.ImageObserver

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

Constructor Summary

Constructors

Constructor and Description
LifePowerup(**EnemySprite** e) This is the consturctor for the Life Power Up.

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method and Description
void	**addLife**(**PlaneSprite** p) This method will added life to the player when the powerup clides with the player.
void	**loadImage**() This method is used to load the image of the powerup.

Methods inherited from class Powerup

collisionCheck, draw, getBounds, imageUpdate, isCollided, isLifeP, isWeapon, movePowerDown

Methods inherited from class java.lang.Object

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

Field Detail

lifeAdded

public boolean lifeAdded

Constructor Detail

LifePowerup

public LifePowerup(EnemySprite e)

This is the consturctor for the Life Power Up. This constructor will up the super variables and set its x and y locations.

Parameters:

e - this will pull in the enemy sprite that killed we will use this for locationk, ectera.

Method Detail

loadImage

`public void loadImage()`

This method is used to load the image of the powerup.

addLife

`public void addLife(PlaneSprite p)`

This method will added life to the player when the powerup clides with the player.

Parameters:

`p - This will take in the player and add life to the player object.`