Class Missile

java.lang.Object
    Missile

All Implemented Interfaces:

java.awt.image.ImageObserver

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

Field Summary

Fields

Modifier and Type	Field and Description
private java.awt.image.BufferedImage	enemyMissile
private int	height
private java.awt.image.BufferedImage	missile
private int	width
private int	x
private int	x2
private int	y
private int	y2

Fields inherited from interface java.awt.image.ImageObserver

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

Constructor Summary

Constructors

Constructor and Description
Missile()

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method and Description
void	**doDrawing1**(java.awt.Graphics r)
void	**doDrawing2**(java.awt.Graphics s)
void	**doImageDraw**(java.awt.Graphics i)
java.awt.Rectangle	**getBounds**()
java.awt.Rectangle	**getBounds2**()
java.awt.image.BufferedImage	**getEnemyMissile**()
int	**getHeight**()
int	**getHeight2**()
java.awt.image.BufferedImage	**getMissile**()
int	**getWidth**()
int	**getWidth2**()
int	**getX**()
int	**getX2**()
int	**getY**()
int	**getY2**()
boolean	**imageUpdate**(java.awt.Image arg0, int arg1, int arg2, int arg3, int arg4, int arg5)
boolean	**isOffScreen**()
boolean	**isOffScreen2**()
private void	**loadImage1**()
private void	**loadImage2**()
void	**setX**(int newx)
void	**setX2**(int newx2)
void	**setY**(int newy)
void	**setY2**(int newy2)

Methods inherited from class java.lang.Object

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

Field Detail

enemyMissile

private java.awt.image.BufferedImage enemyMissile

height

private int height

missile

private java.awt.image.BufferedImage missile

width

private int width

x

private int x

x2

private int x2

y

private int y

y2

private int y2

Constructor Detail

Missile

```
public Missile()
```

Method Detail

doDrawing1

```
public void doDrawing1(java.awt.Graphics r)
```

doDrawing2

```
public void doDrawing2(java.awt.Graphics s)
```

doImageDraw

```
public void doImageDraw(java.awt.Graphics i)
```

getBounds

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

getBounds2

```
public java.awt.Rectangle getBounds2()
```

getEnemyMissile

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

getHeight

```
public int getHeight()
```

getHeight2

```
public int getHeight2()
```

getMissile

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

getWidth

```
public int getWidth()
```

getWidth2

```
public int getWidth2()
```

getX

```
public int getX()
```

getX2

```
public int getX2()
```

getY

```
public int getY()
```

getY2

```
public int getY2()
```

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
```

isOffScreen

`public boolean isOffScreen()`

isOffScreen2

`public boolean isOffScreen2()`

loadImage1

`private void loadImage1()`

loadImage2

`private void loadImage2()`

setX

`public void setX(int newx)`

setX2

`public void setX2(int newx2)`

setY

`public void setY(int newy)`

setY2

`public void setY2(int newy2)`