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SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

Class Powerup

java.lang.Object Powerup

All Implemented Interfaces:

java.awt.image.ImageObserver

Direct Known Subclasses:

LifePowerup

public class Powerup
extends java.lang.Object
implements java.awt.image.ImageObserver

This class is the parent class for life powerups and weapon powerups. This is used to stored share methods across all powerups.

Field Summary

Fields

Modifier and Type	Field and Description
protected java.awt.Rectangle	bounds
protected int	h
<pre>protected java.awt.image.BufferedImage</pre>	imageLife
protected boolean	isCollected
protected boolean	isLifePowerup
protected boolean	isWeaponUpgrade
protected int	W
protected int	х
protected int	у

Fields inherited from interface java.awt.image.lmageObserver

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

Constructor Summary

Constructors

Constructor and Description

Powerup()

Method Summary

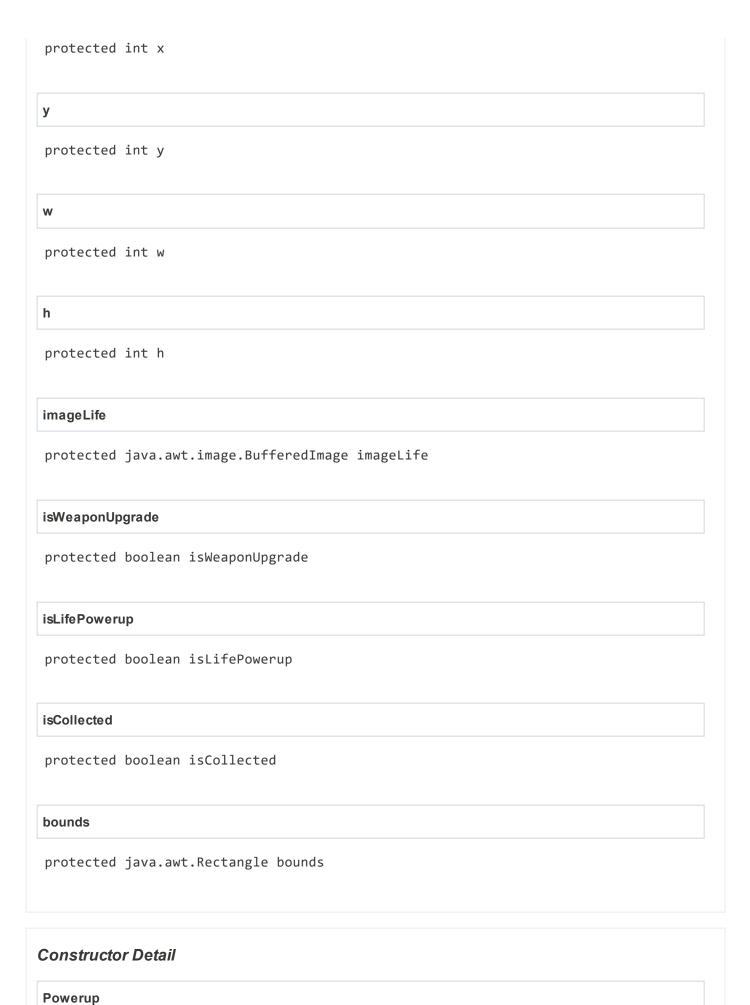
All Methods	Instance Methods	Concrete Methods
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Modifier and Type	Method and Description
void	<pre>collisionCheck(java.awt.Rectangle planeBounds)</pre> This is the method that will keep track of power up collision wiht the player.
void	<pre>draw(java.awt.Graphics g) This method draws the on the canvas and moves it down.</pre>
void	<pre>getBounds()</pre> This method will set the bounds of the powerups sprite.
boolean	<pre>imageUpdate(java.awt.Image img, int infoflags, int x, int y, int width, int height) This method is unused but required by ImageObsever super.</pre>
boolean	isCollided()This method will return the sprite collided boolean.
boolean	isLifeP()This is a boolean to tell if its a life or weapon power up.
boolean	isWeapon() This is a future feature Devoloping
void	<pre>movePowerDown() This method will move the powerup down 3 points on the plane.</pre>

Methods inherited from class java.lang.Object

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

Field Detail



```
public Powerup()
```

Method Detail

collisionCheck

public void collisionCheck(java.awt.Rectangle planeBounds)

This is the method that will keep track of power up collision wiht the player.

Parameters:

planeBounds - this is the bounds of the plane to check collision with.

isLifeP

public boolean isLifeP()

This is a boolean to tell if its a life or weapon power up.

Returns:

return the life powerup boolean

isWeapon

public boolean isWeapon()

This is a future feature -- Devoloping

Returns:

returr the weapon powerup boolean

isCollided

public boolean isCollided()

This method will return the sprite collided boolean.

Returns:

if the powerup has been collided with.

getBounds

public void getBounds()

This method will set the bounds of the powerups sprite.

draw

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

This method draws the on the canvas and moves it down.

Parameters:

g -

movePowerDown

```
public void movePowerDown()
```

This method will move the powerup down 3 points on the plane.

imageUpdate

This method is unused but required by ImageObsever super.

Specified by:

imageUpdate in interface java.awt.image.ImageObserver

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