

Class EnemySprite

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

All Implemented Interfaces:

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

Direct Known Subclasses:

BigEnemy, SmallEnemy

```
public class EnemySprite
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 java.awt.image.BufferedImage	<code>enemy</code>
private boolean	<code>enemyDestroyed</code>
java.util.List<Missile>	<code>enemyMissiles</code>
private java.awt.Color	<code>heathBar</code>
boolean	<code>isBigEnemy</code>
boolean	<code>isSmallEnemy</code>
private int	<code>maxAmmo</code>
private boolean	<code>missileFired</code>
private int	<code>moveSpeedX</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 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

[EnemySprite\(\)](#)

[EnemySprite\(java.lang.String file\)](#)

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
java.util.List< Missile >	array()
boolean	didPlaneFire (boolean x)
void	doDrawing (java.awt.Graphics g)
java.awt.Rectangle	getBigBoundsX ()
java.awt.Rectangle	getBigBoundsY ()
int	getH ()
java.awt.image.BufferedImage	getPlane ()
int	getW ()
int	getPosition ()
int	getYPosition ()
boolean	isEnemyDestroyed ()
(package private) void	loadImage (java.lang.String file)
void	moveLeft ()
void	moveRight ()
Missile	projectile ()
void	setEnemyDestroyed (boolean b)
void	setisEnemyHit ()
void	setMoveSpeedX (int moveX)
void	setX (int x)
void	setY (int y)

Methods inherited from class [SpriteSheet](#)

[getHeight](#), [getSprites](#), [getWidth](#)

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, isValidRoot, 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, firePropertyChange, getBackground, getBounds, 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, 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
```

enemy

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

enemyDestroyed

```
private boolean enemyDestroyed
```

enemyMissiles

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

heathBar

```
private final java.awt.Color heathBar
```

isBigEnemy

```
public boolean isBigEnemy
```

isSmallEnemy

```
public boolean isSmallEnemy
```

maxAmmo

```
private int maxAmmo
```

missileFired

```
private boolean missileFired
```

moveSpeedX

```
private int moveSpeedX
```

planeDown

```
private boolean planeDown
```

planeHit

```
private boolean planeHit
```

planeLeft

```
private boolean planeLeft
```

planeRight

```
private boolean planeRight
```

planeUp

```
private boolean planeUp
```

x

```
private int x
```

y

```
private int y
```

Constructor Detail

EnemySprite

```
public EnemySprite()
```

EnemySprite

```
public EnemySprite(java.lang.String file)
```

Method Detail

array

```
public java.util.List<Missile> array()
```

didPlaneFire

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

doDrawing

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

getBigBoundsX

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

getBigBoundsY

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

getH

```
public int getH()
```

getPlane

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

getW

```
public int getW()
```

getPosition


```
public int getXPosition()
```

getyPosition

```
public int getyPosition()
```

isEnemyDestroyed

```
public boolean isEnemyDestroyed()
```

loadImage

```
void loadImage(java.lang.String file)
```

moveLeft

```
public void moveLeft()
```

moveRight

```
public void moveRight()
```

projectile

```
public Missile projectile()
```

setEnemyDestroyed

```
public void setEnemyDestroyed(boolean b)
```

setisEnemyHit

```
public void setisEnemyHit()
```

setMoveSpeedX

```
public void setMoveSpeedX(int moveX)
```

setX

```
public void setX(int x)
```

setY

```
public void setY(int y)
```

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