Praktikum Pemrograman Berorientasi Objek

INF2153

LAPORAN Project UAS : Membuat Game

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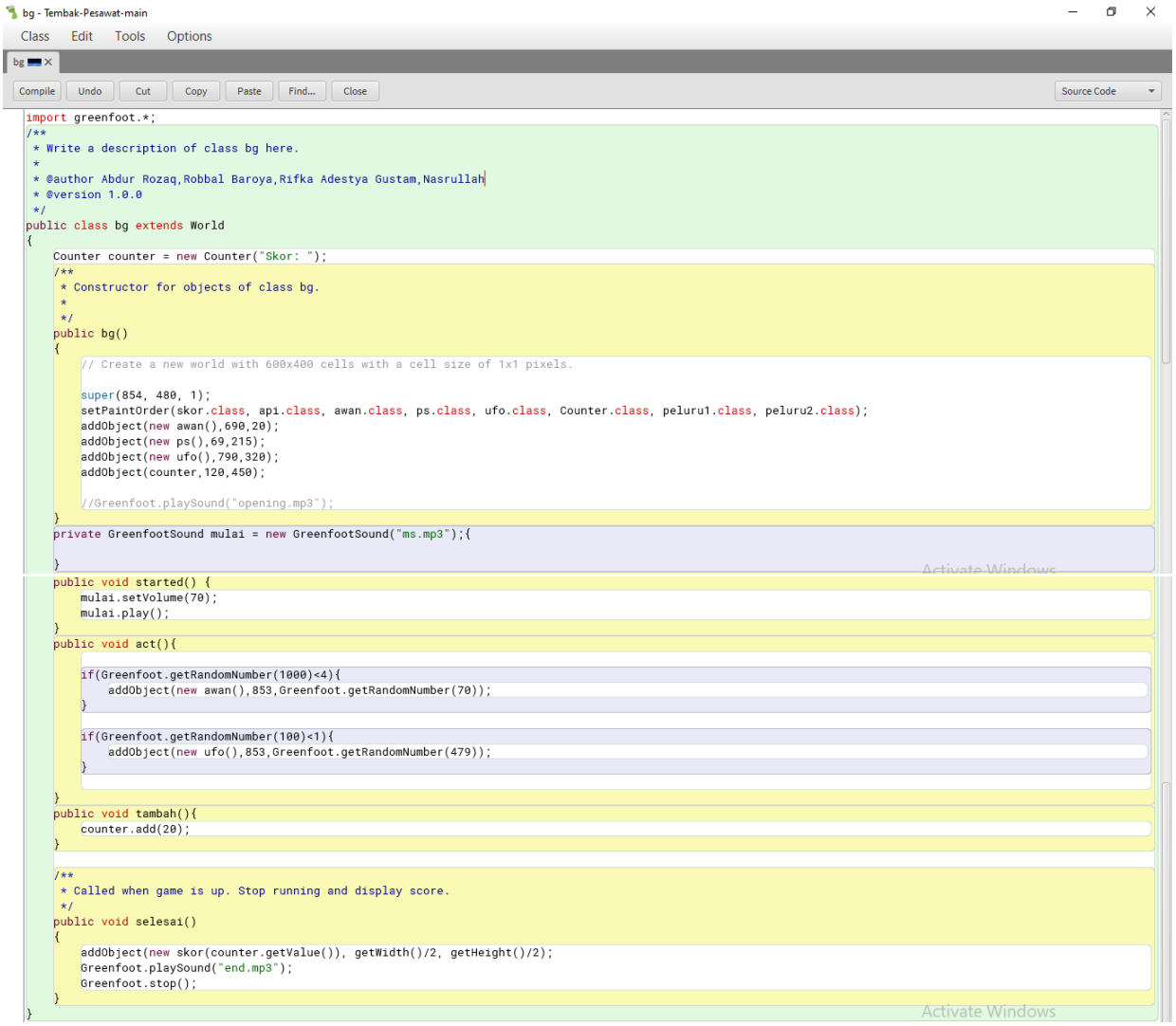
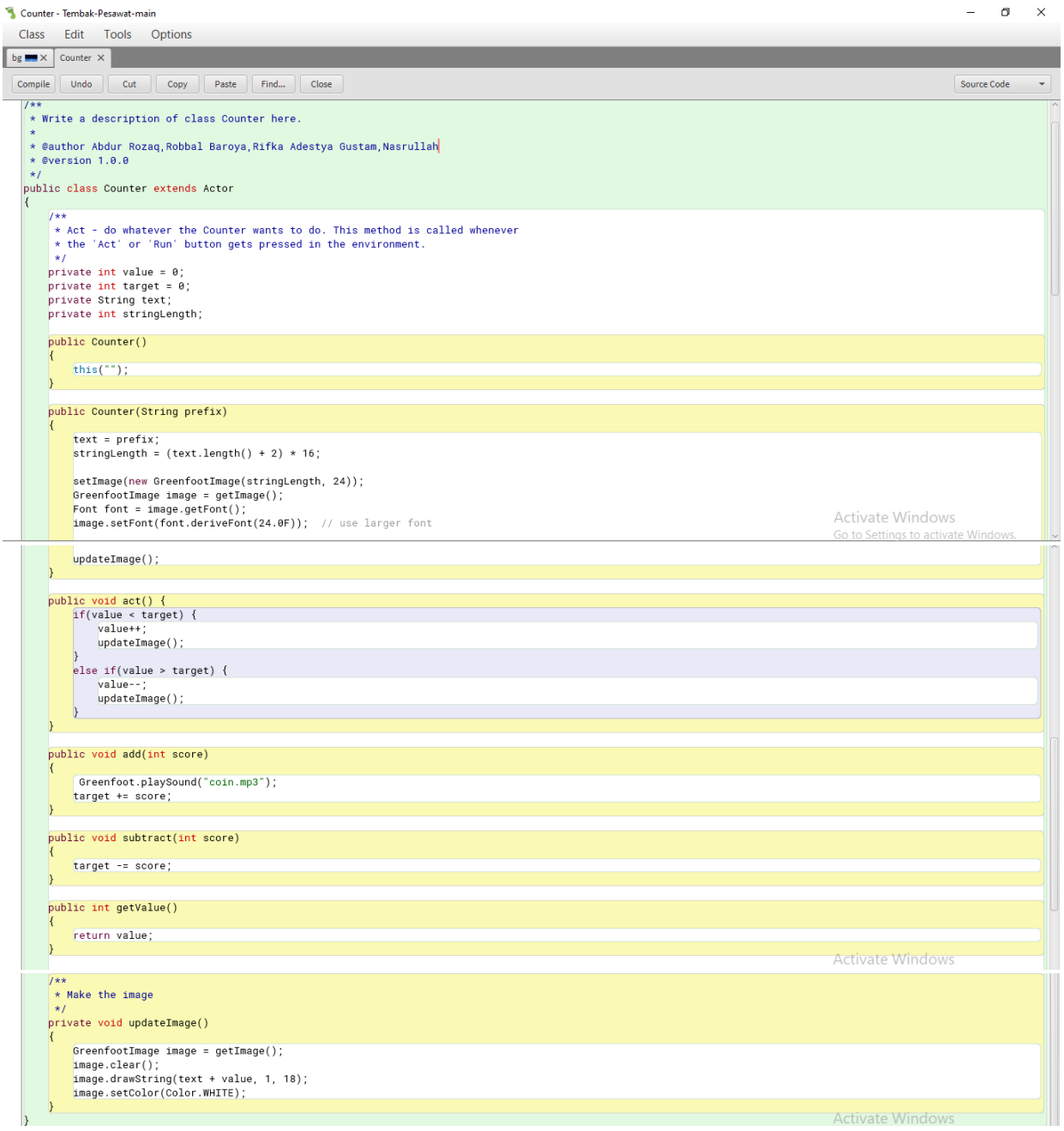
- bg

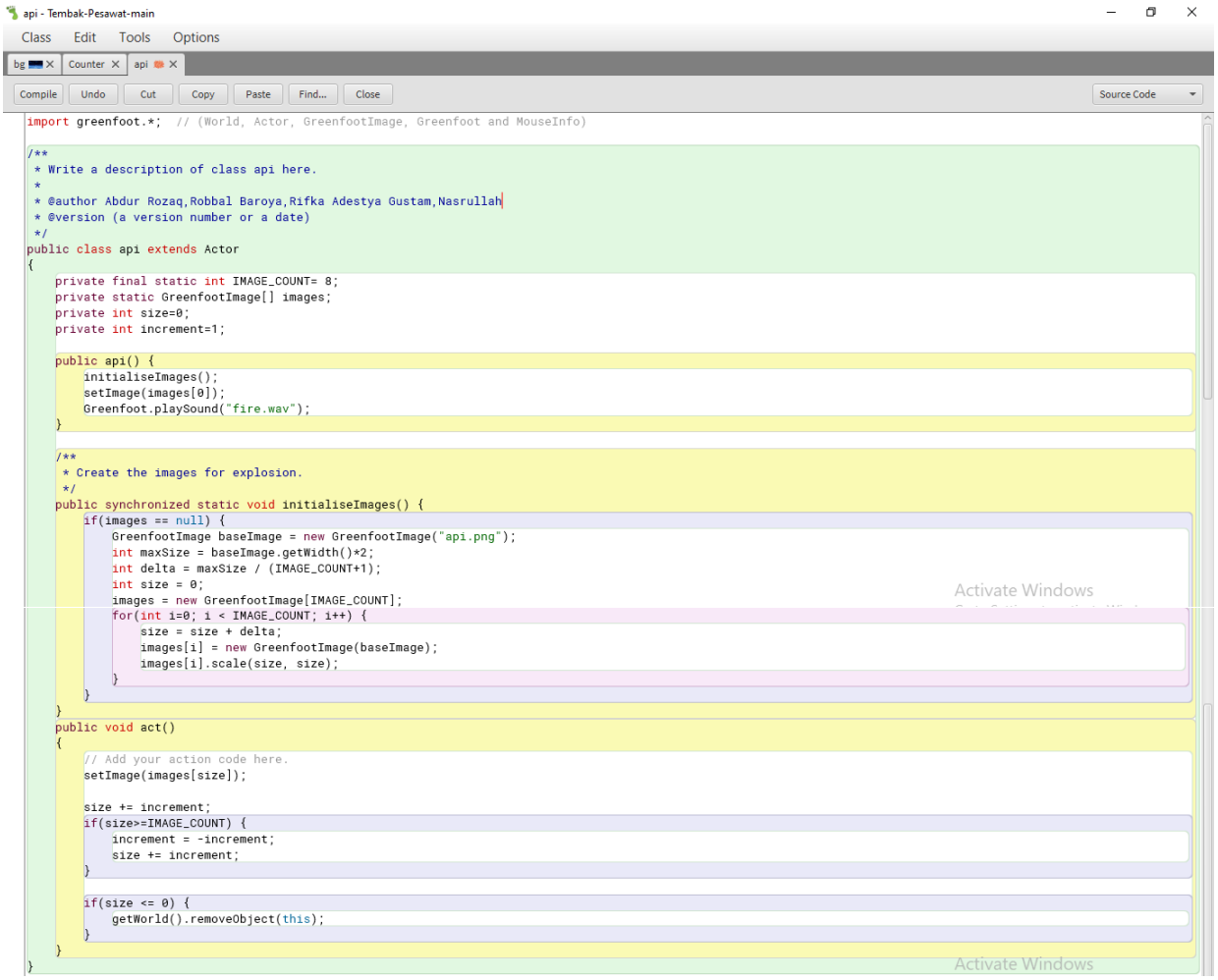



```
import greenfoot.*;
/**
 * Write a description of class bg here.
 *
 * @author Abdur Rozaq,Robbal Baroya,Rifka Adestya Gustam,Nasrullah
 * @version 1.0.0
 */
public class bg extends World
{
    Counter counter = new Counter("Skor: ");
    /**
     * Constructor for objects of class bg.
     *
     */
    public bg()
    {
        // Create a new world with 600x400 cells with a cell size of 1x1 pixels.

        super(854, 480, 1);
        setPaintOrder(skor.class, api.class, awan.class, ps.class, ufo.class, Counter.class, peluru1.class, peluru2.class);
        addObject(new awan(),690,20);
        addObject(new ps(),69,215);
        addObject(new ufo(),790,320);
        addObject(counter,120,450);

        //Greenfoot.playSound("opening.mp3");
    }
    private GreenfootSound mulai = new GreenfootSound("ms.mp3");{

    }
    public void started() {
        mulai.setVolume(70);
        mulai.play();
    }
    public void act(){

        if(Greenfoot.getRandomNumber(1000)<4){
            addObject(new awan(),853,Greenfoot.getRandomNumber(70));
        }

        if(Greenfoot.getRandomNumber(100)<1){
            addObject(new ufo(),853,Greenfoot.getRandomNumber(479));
        }

    }
    public void tambah(){
        counter.add(20);
    }

    /**
     * Called when game is up. Stop running and display score.
     */
    public void selesai()
    {
        addObject(new skor(counter.getValue()), getWidth()/2, getHeight()/2);
        Greenfoot.playSound("end.mp3");
        Greenfoot.stop();
    }
}
```

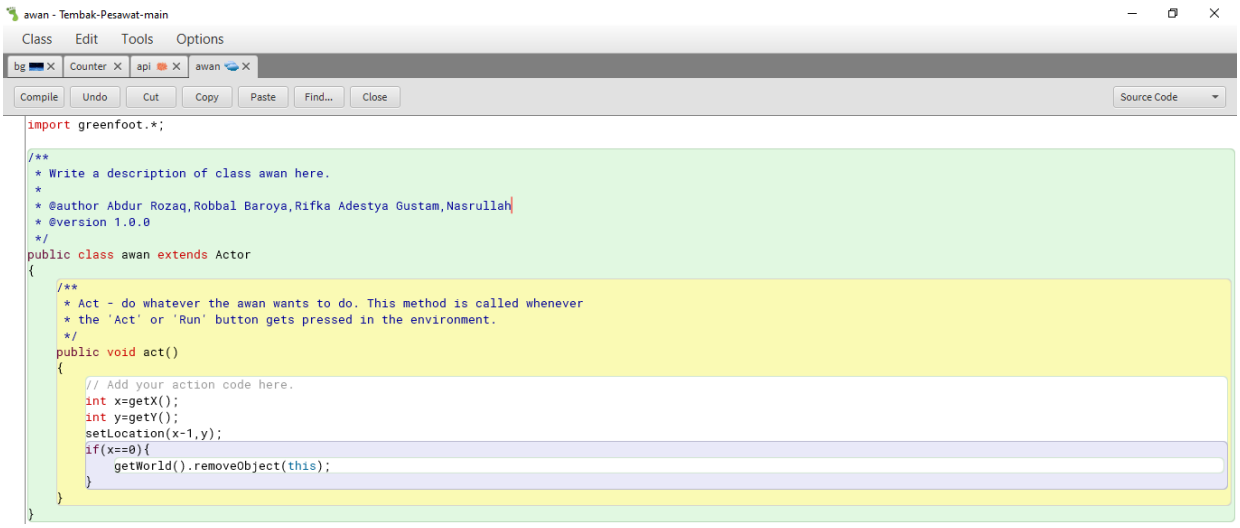
- counter


Counter - Tembak-Pesawat-main
Class Edit Tools Options
bg
Counter
Compile Undo Cut Copy Paste Find... Close
Source Code
/**
* Write a description of class Counter here.
*
* @author Abdur Rozaq,Robbal Baroya,Rifka Adestya Gustam,Nasrullah
* @version 1.0.0
*/
public class Counter extends Actor
{
/**
* Act - do whatever the Counter wants to do. This method is called whenever
* the 'Act' or 'Run' button gets pressed in the environment.
*/
private int value = 0;
private int target = 0;
private String text;
private int stringLength;
public Counter()
{
this("");
}
public Counter(String prefix)
{
text = prefix;
stringLength = (text.length() + 2) * 16;
setImage(new GreenfootImage(stringLength, 24));
GreenfootImage image = getImage();
Font font = image.getFont();
image.setFont(font.deriveFont(24.0F)); // use larger font
updateImage();
}
public void act() {
if(value < target) {
value++;
updateImage();
}
else if(value > target) {
value--;
updateImage();
}
}
public void add(int score)
{
Greenfoot.playSound("coin.mp3");
target += score;
}
public void subtract(int score)
{
target -= score;
}
public int getValue()
{
return value;
}
/**
* Make the image
*/
private void updateImage()
{
GreenfootImage image = getImage();
image.clear();
image.drawString(text + value, 1, 18);
image.setColor(Color.WHITE);
}
}
Activate Windows
Go to Settings to activate Windows.
Activate Windows
Activate Windows

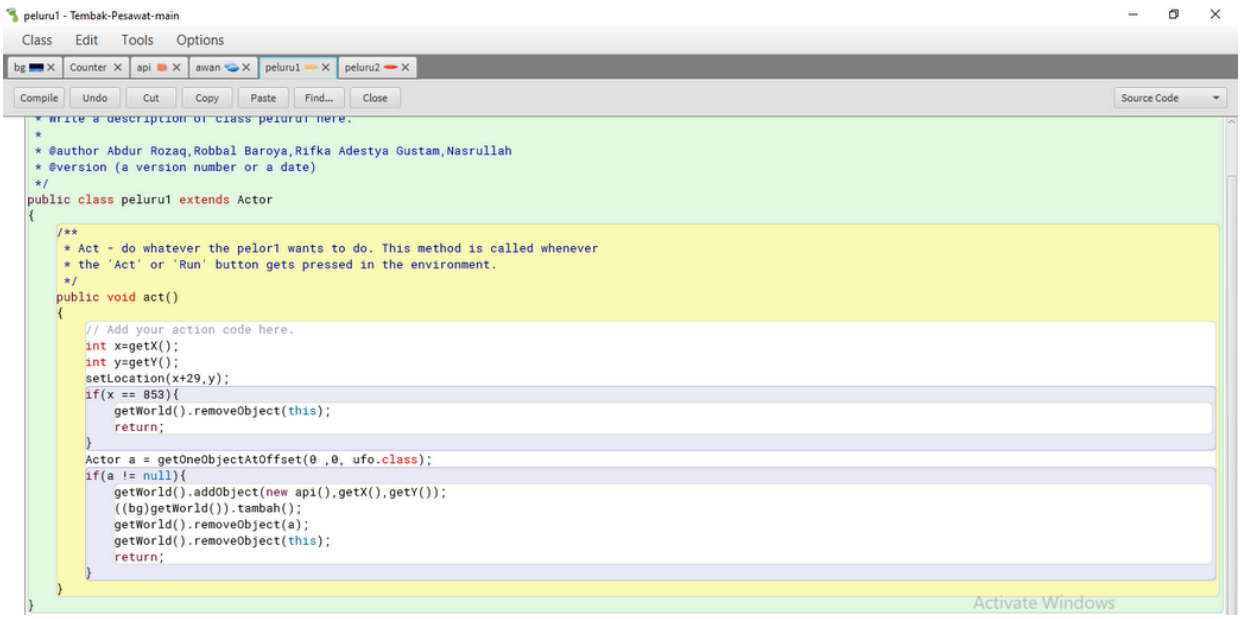
- api


api - Tembak-Pesawat-main
Class Edit Tools Options
bg Counter api
Compile Undo Cut Copy Paste Find... Close
Source Code
import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)
/**
* Write a description of class api here.
*
* @author Abdur Rozaq,Robbal Baroya,Rifka Adestya Gustam,Nasrullah
* @version (a version number or a date)
*/
public class api extends Actor
{
private final static int IMAGE_COUNT= 8;
private static GreenfootImage[] images;
private int size=0;
private int increment=1;
public api() {
initialiseImages();
setImage(images[0]);
Greenfoot.playSound("fire.wav");
}
/**
* Create the images for explosion.
*/
public synchronized static void initialiseImages() {
if(images == null) {
GreenfootImage baseImage = new GreenfootImage("api.png");
int maxSize = baseImage.getWidth()*2;
int delta = maxSize / (IMAGE_COUNT+1);
int size = 0;
images = new GreenfootImage[IMAGE_COUNT];
for(int i=0; i < IMAGE_COUNT; i++) {
size = size + delta;
images[i] = new GreenfootImage(baseImage);
images[i].scale(size, size);
}
}
}
public void act()
{
// Add your action code here.
setImage(images[size]);
size += increment;
if(size>=IMAGE_COUNT) {
increment = -increment;
size += increment;
}
if(size <= 0) {
getWorld().removeObject(this);
}
}
}
Activate Windows
Activate Windows

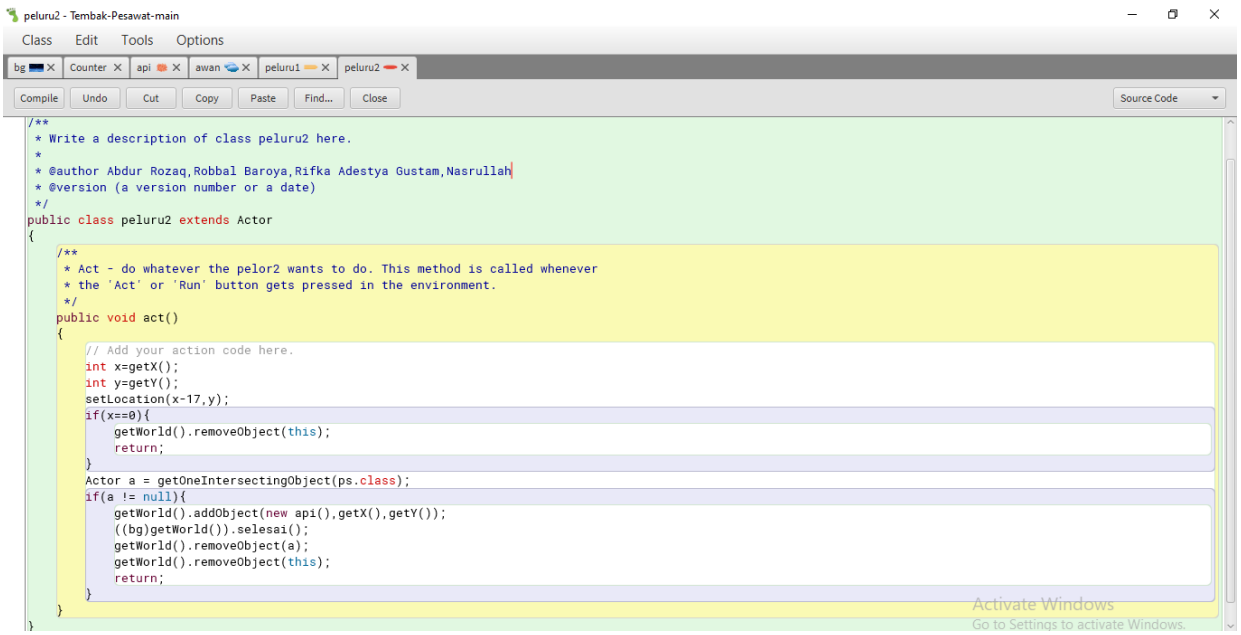
- awan


awan - Tembak-Pesawat-main
Class Edit Tools Options
bg Counter api awan
Compile Undo Cut Copy Paste Find... Close
Source Code
import greenfoot.*;
/**
* Write a description of class awan here.
*
* @author Abdur Rozaq,Robbal Baroya,Rifka Adestya Gustam,Nasrullah
* @version 1.0.0
*/
public class awan extends Actor
{
/**
* Act - do whatever the awan wants to do. This method is called whenever
* the 'Act' or 'Run' button gets pressed in the environment.
*/
public void act()
{
// Add your action code here.
int x=getX();
int y=getY();
setLocation(x-1,y);
if(x==0){
getWorld().removeObject(this);
}
}
}

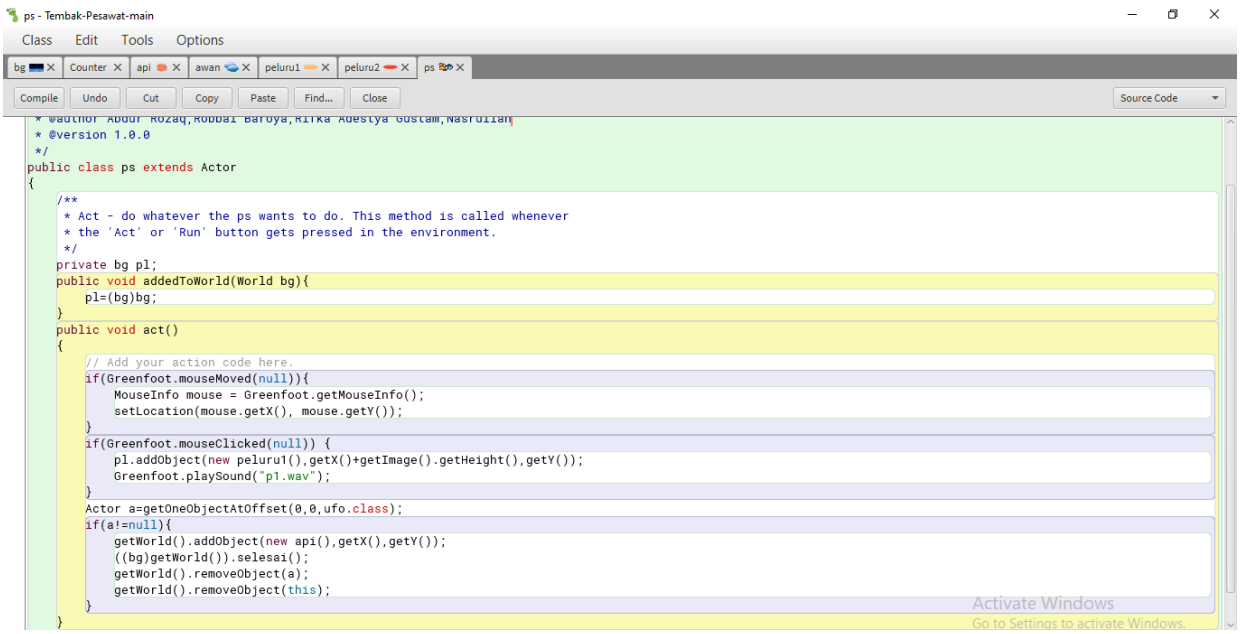
- peluru1



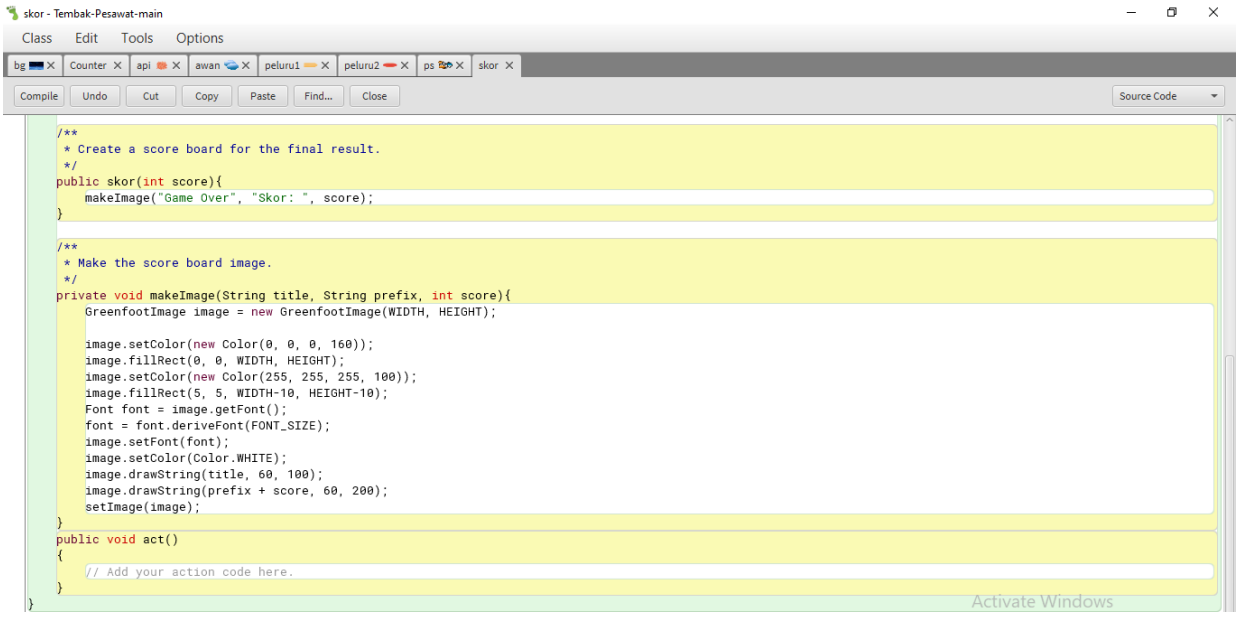
- peluru2



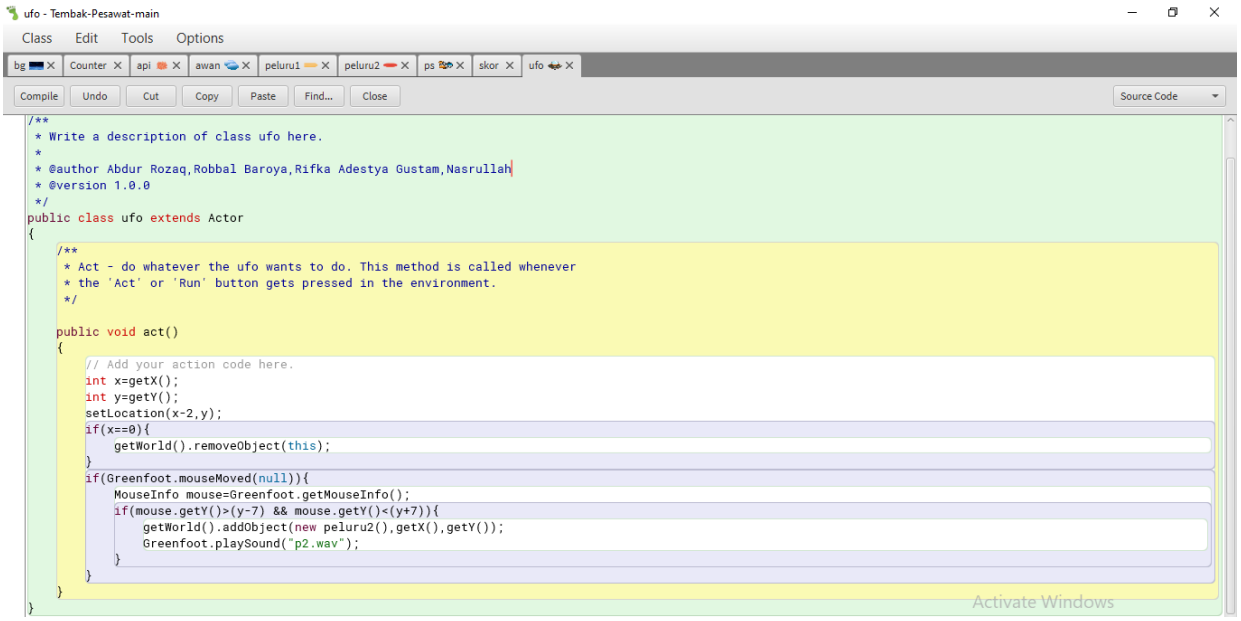
- ps


ps - Tembak-Pesawat-main
Class Edit Tools Options
bg Counter api awan peluru1 peluru2 ps
Compile Undo Cut Copy Paste Find... Close
Source Code
* @author Abdur Rozaq,Robbal Baroya,Rifka Adestya Gustam,Nasrullah
* @version 1.0.0
*/
public class ps extends Actor
{
/**
* Act - do whatever the ps wants to do. This method is called whenever
* the 'Act' or 'Run' button gets pressed in the environment.
*/
private bg pl;
public void addedToWorld(World bg){
pl=(bg)bg;
}
public void act()
{
// Add your action code here.
if(Greenfoot.mouseMoved(null)){
MouseInfo mouse = Greenfoot.getMouseInfo();
setLocation(mouse.getX(), mouse.getY());
}
if(Greenfoot.mouseClicked(null)) {
pl.addObject(new peluru1(),getX()+getImage().getHeight(),getY());
Greenfoot.playSound("p1.wav");
}
Actor a=getOneObjectAtOffset(0,0,ufo.class);
if(a!=null){
getWorld().addObject(new api(),getX(),getY());
((bg)getWorld()).selesai();
getWorld().removeObject(a);
getWorld().removeObject(this);
}
}
Activate Windows
Go to Settings to activate Windows.

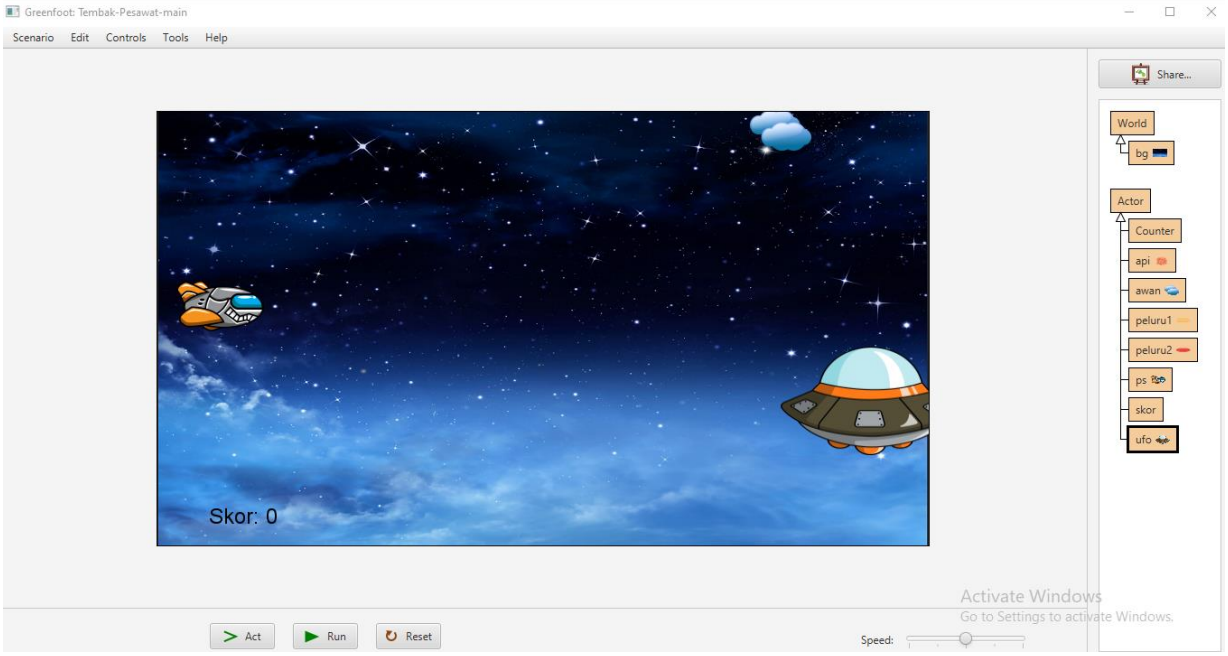
- skor


skor - Tembak-Pesawat-main
Class Edit Tools Options
bg Counter api awan peluru1 peluru2 ps skor
Compile Undo Cut Copy Paste Find... Close
Source Code
/**
* Create a score board for the final result.
*/
public skor(int score){
makeImage("Game Over", "Skor: ", score);
}
/**
* Make the score board image.
*/
private void makeImage(String title, String prefix, int score){
GreenfootImage image = new GreenfootImage(WIDTH, HEIGHT);
image.setColor(new Color(0, 0, 0, 160));
image.fillRect(0, 0, WIDTH, HEIGHT);
image.setColor(new Color(255, 255, 255, 100));
image.fillRect(5, 5, WIDTH-10, HEIGHT-10);
Font font = image.getFont();
font = font.deriveFont(FONT_SIZE);
image.setFont(font);
image.setColor(Color.WHITE);
image.drawString(title, 60, 100);
image.drawString(prefix + score, 60, 200);
setImage(image);
}
public void act()
{
// Add your action code here.
}
}
Activate Windows

- ufo


ufo - Tembak-Pesawat-main
Class Edit Tools Options
bg Counter api awan peluru1 peluru2 ps skor ufo
Compile Undo Cut Copy Paste Find... Close
Source Code
/**
* Write a description of class ufo here.
*
* @author Abdur Rozaq,Robbal Baroya,Rifka Adestya Gustam,Nasrullah
* @version 1.0.0
*/
public class ufo extends Actor
{
/**
* Act - do whatever the ufo wants to do. This method is called whenever
* the 'Act' or 'Run' button gets pressed in the environment.
*/
public void act()
{
// Add your action code here.
int x=getX();
int y=getY();
setLocation(x-2,y);
if(x==0){
getWorld().removeObject(this);
}
if(Greenfoot.mouseMoved(null)){
MouseInfo mouse=Greenfoot.getMouseInfo();
if(mouse.getY()>(y-7) && mouse.getY()<(y+7)){
getWorld().addObject(new peluru2(),getX(),getY());
Greenfoot.playSound("p2.wav");
}
}
}
}
Activate Windows

- hasil


Greenfoot: Tembak-Pesawat-main
Scenario Edit Controls Tools Help
Share...
World
bg
Actor
Counter
api
awan
peluru1
peluru2
ps
skor
ufo
Skor: 0
Act
Run
Reset
Speed:
Activate Windows
Go to Settings to activate Windows.