

Clases y objetos

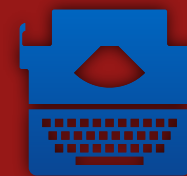
Nave [] naves;

```
class Nave {  
    Nave() { }  
  
    ArrayList shot(ArrayList ondas) {  
        return ondas;  
    }  
  
    void move() { }  
  
    void chekCollision(Nave n) { }  
  
    void display() { }  
}
```

ArrayList<Onda> ondas = new ArrayList<Onda>();

```
class Onda {  
    Onda(int _x, int _y, float _escala ) { }  
  
    void display() { }  
}
```

```
void setup() {  
    naves = new Nave [6];  
    for (int i = 0; i < naves.length-1; i++) {  
        naves[i] = new Nave();  
    }  
    player = new NaveAmiga();  
}  
  
void draw() {  
  
    for (int i = 0; i < naves.length-1; i++) {  
        naves[i].move();  
        ondas = naves[i].shot(ondas);  
        naves[i].display();  
        for (int j = i+1; j < naves.length-1; j++) {  
            naves[i].chekCollision(naves[j]);  
        }  
    }  
  
    player.display();  
  
    for (Bala b : balas) {  
        b.display();  
    }  
  
    for (Onda o : ondas) {  
        o.display();  
    }  
}  
  
void keyPressed() {  
    if (key == CODED) {  
        if (keyCode == LEFT) {  
            player.move(-1);  
        } else if (keyCode == RIGHT) {  
            player.move(1);  
        }  
    } else if (key == 32) {  
        balas = player.disparo(balas);  
    }  
}
```



NaveAmiga player;

```
class NaveAmiga {  
    NaveAmiga() { }  
  
    void move(int dir) { }  
  
    ArrayList disparo (ArrayList balas) {  
        return balas;  
    }  
  
    void display() { }  
}
```

ArrayList<Bala> balas = new ArrayList<Bala>();

```
class Bala {  
    Bala(float x_, float y_) { }  
  
    void display() { }  
}
```