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Package it.denzosoft.mobile.asteroids

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it.denzosoft.mobile.asteroids

Class Asteroid

```
java.lang.Object
|
+--TiledGraphicObject
|
+--it.denzosoft.mobile.asteroids.Asteroid
```

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```
public class Asteroid
extends TiledGraphicObject
```

Author:

De Sanctis

Fields

BIG_SIZE

```
public static final int BIG_SIZE
```

MEDIUM_SIZE

```
public static final int MEDIUM_SIZE
```

SMALL_SIZE

```
public static final int SMALL_SIZE
```

Constructors

Asteroid

```
public Asteroid(GameEngine gameEngine)
```

Methods

execute

```
public void execute(int userInput)
```

getCollisionArea

```
public CollisionArea getCollisionArea()
```

getDirectionX

```
public int getDirectionX()
```

Getter for property directionX.

Returns:

Value of property directionX.

getDirectionY

```
public int getDirectionY()
```

Getter for property directionY.

Returns:

Value of property directionY.

getSize

```
public int getSize()
```

Getter for property size.

Returns:

Value of property size.

isRotationUp

```
public boolean isRotationUp()
```

Getter for property rotationUp.

Returns:

Value of property rotationUp.

setDirectionX

```
public void setDirectionX(int directionX)
```

Setter for property directionX.

Parameters:

directionX - New value of property directionX.

setDirectionY

```
public void setDirectionY(int directionY)
```

Setter for property directionY.

Parameters:

directionY - New value of property directionY.

setImage

```
public void setImage(TiledImage image)
```

setRotationUp

```
public void setRotationUp(boolean rotationUp)
```

Setter for property rotationUp.

Parameters:

rotationUp - New value of property rotationUp.

setSize

```
public void setSize(int size)
```

Setter for property size.

Parameters:

size - New value of property size.

it.denzosoft.mobile.asteroids

Class AsteroidEngine

```
java.lang.Object
|
+--GameEngine
|
+--it.denzosoft.mobile.asteroids.AsteroidEngine
```

< [Constructors](#) > < [Methods](#) >

```
public class AsteroidEngine
extends GameEngine
```

Author:

De Sanctis

Constructors

AsteroidEngine

```
public AsteroidEngine(LayeredCanvas canvas)
```

Creates a new instance of AsteroidEngine

Methods

commandAction

```
public void commandAction(Command c,  
                           Displayable displayable)
```

createAsteroid

```
public Asteroid createAsteroid(int size)
```

createExplosion

```
public Explosion createExplosion(int size,  
                                   Sprite sprite)
```

createWeapon

```
public Weapon createWeapon()
```

gameTick

```
public void gameTick()
```

removeAsteroid

```
public void removeAsteroid(Asteroid asteroid)
```

removeExplosion

```
public void removeExplosion(Explosion explosion)
```

removeWeapon

```
public void removeWeapon(Weapon weapon)
```

it.denzosoft.mobile.asteroids

Class AsteroidMIDlet

```
java.lang.Object
|
+--GameMIDlet
|
+--it.denzosoft.mobile.asteroids.AsteroidMIDlet
```

< [Constructors](#) > < [Methods](#) >

```
public class AsteroidMIDlet
extends GameMIDlet
```

Author:

De Sanctis

Constructors

AsteroidMIDlet

```
public AsteroidMIDlet()
```

Methods

getName

```
public java.lang.String getName()
```

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Returns:

DOCUMENT ME!

showMenu

```
public void showMenu()
```

startGame

```
public void startGame()
```

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Class Explosion

```
java.lang.Object
|
+--TiledGraphicObject
|
+--it.denzosoft.mobile.asteroids.Explosion
```

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```
public class Explosion
extends TiledGraphicObject
```

Author:

De Sanctis

Fields

BIG_SIZE

```
public static final int BIG_SIZE
```

SMALL_SIZE

```
public static final int SMALL_SIZE
```

Constructors

Explosion

```
public Explosion(AsteroidEngine gameEngine)
```

Creates a new instance of Explosion

Methods

execute

```
public void execute(int userInput)
```

getCollisionArea

```
public CollisionArea getCollisionArea()
```

getSize

```
public int getSize()
```

Getter for property size.

Returns:

Value of property size.

setSize

```
public void setSize(int size)
```

Setter for property size.

Parameters:

size - New value of property size.

it.denzosoft.mobile.asteroids

Class SpaceShip

```
java.lang.Object
|
+--TiledGraphicObject
|
+--it.denzosoft.mobile.asteroids.SpaceShip
```

< [Constructors](#) > < [Methods](#) >

```
public class SpaceShip
extends TiledGraphicObject
```

Author:

De Sanctis

Constructors

SpaceShip

```
public SpaceShip(AsteroidEngine gameEngine)
```

Creates a new instance of AstroShip

Methods

execute

```
public void execute(int userInput)
```

getCollisionArea

```
public CollisionArea getCollisionArea()
```

it.denzosoft.mobile.asteroids

Class Weapon

```
java.lang.Object
|
+--BasicGraphicObject
|
+--it.denzosoft.mobile.asteroids.Weapon
```

< [Constructors](#) > < [Methods](#) >

```
public class Weapon
extends BasicGraphicObject
```

Author:

De Sanctis

Constructors

Weapon

```
public Weapon(AsteroidEngine gameEngine)
```

Creates a new instance of Weapon

Methods

execute

```
public void execute(int userInput)
```

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Parameters:

userInput - DOCUMENT ME!

getCollisionArea

```
public CollisionArea getCollisionArea()
```

getDirectionX

```
public int getDirectionX()
```

Getter for property directionX.

Returns:

Value of property directionX.

getDirectionY

```
public int getDirectionY()
```

Getter for property directionY.

Returns:

Value of property directionY.

setDirectionX

```
public void setDirectionX(int directionX)
```

Setter for property directionX.

Parameters:

directionX - New value of property directionX.

setDirectionY

```
public void setDirectionY(int directionY)
```

Setter for property directionY.

Parameters:

directionY - New value of property directionY.

setX

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

Setter for property x.

Parameters:

x - New value of property x.

setY

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

Setter for property y.

Parameters:

y - New value of property y.

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