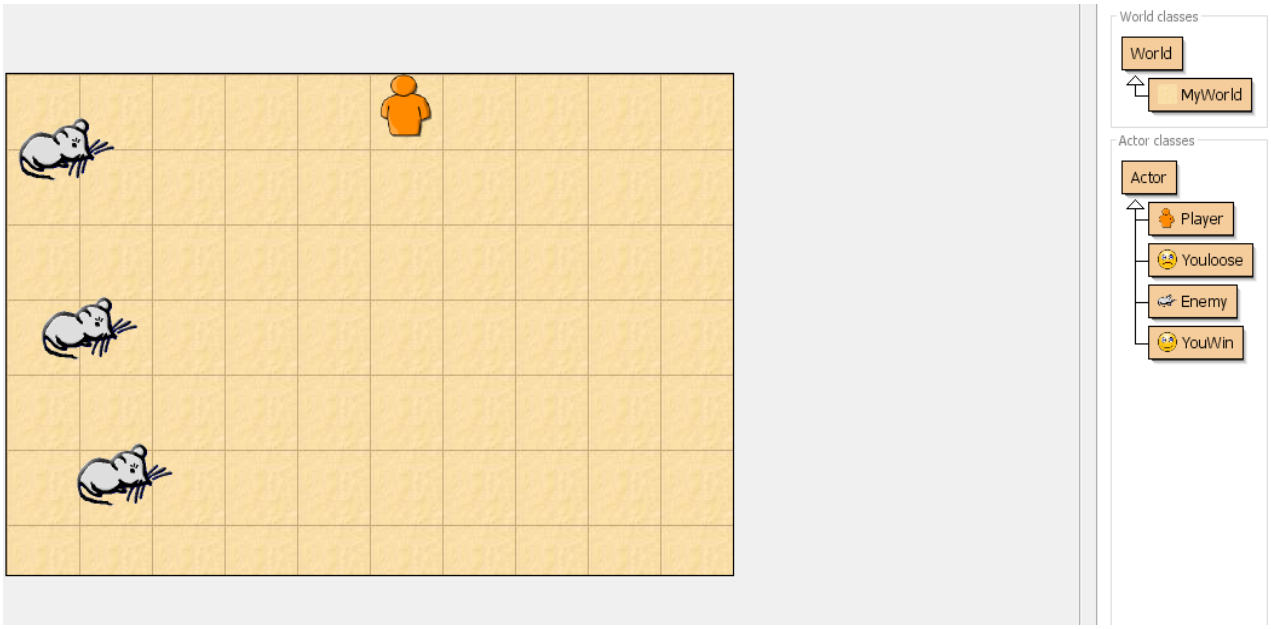
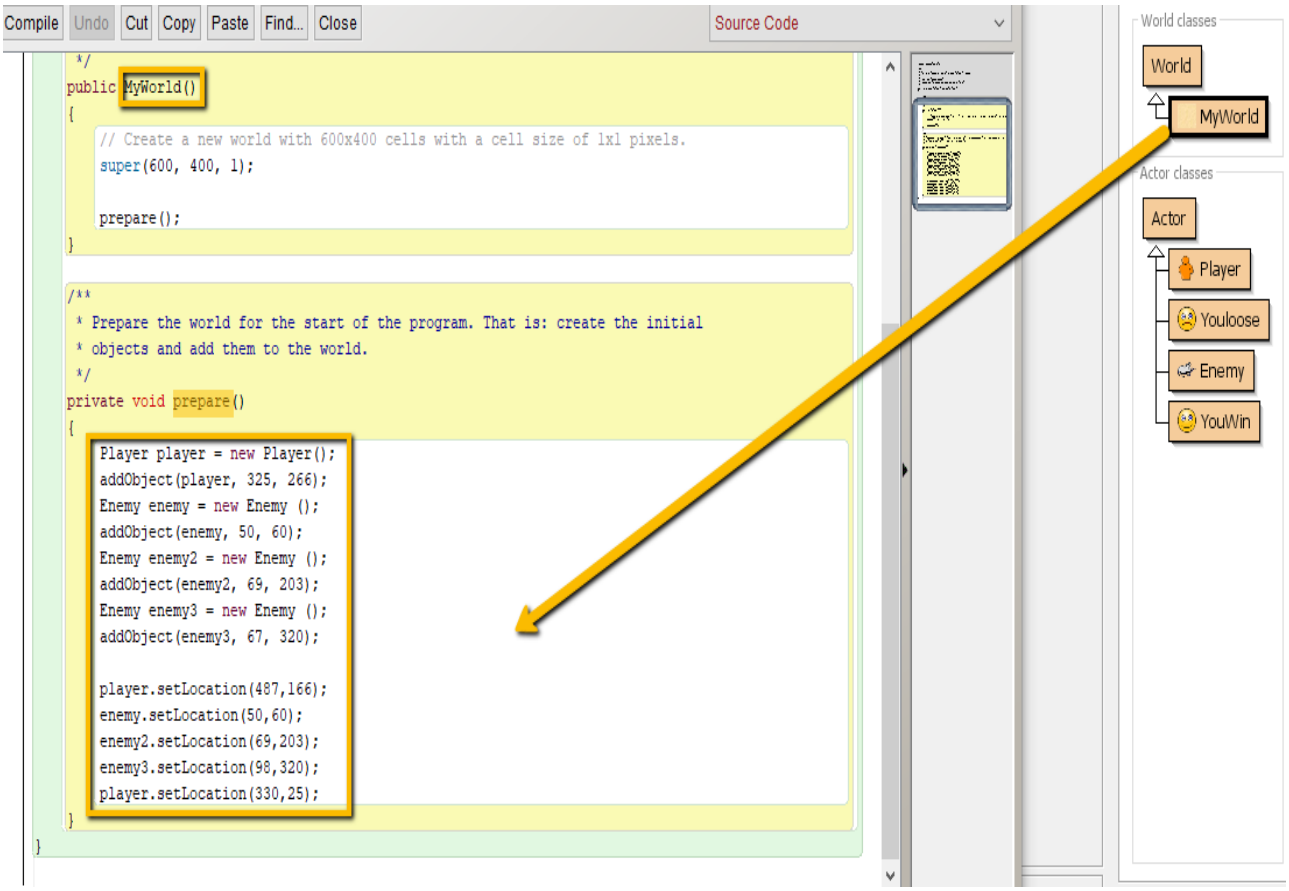
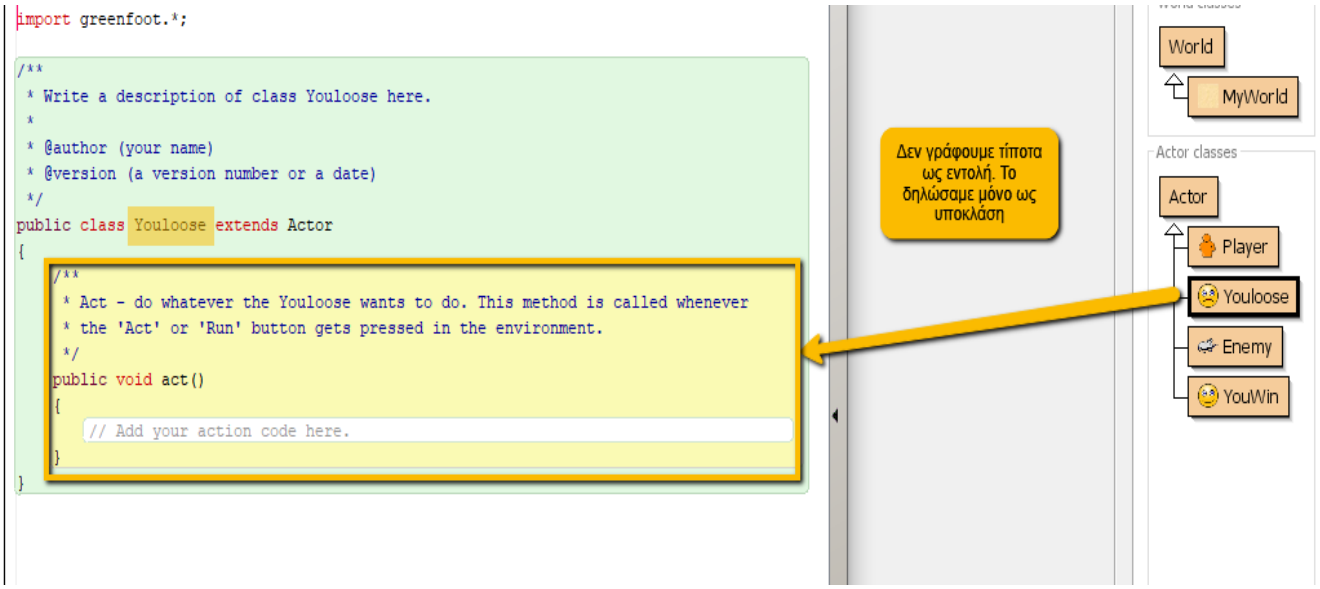
## Άσκηση 3η

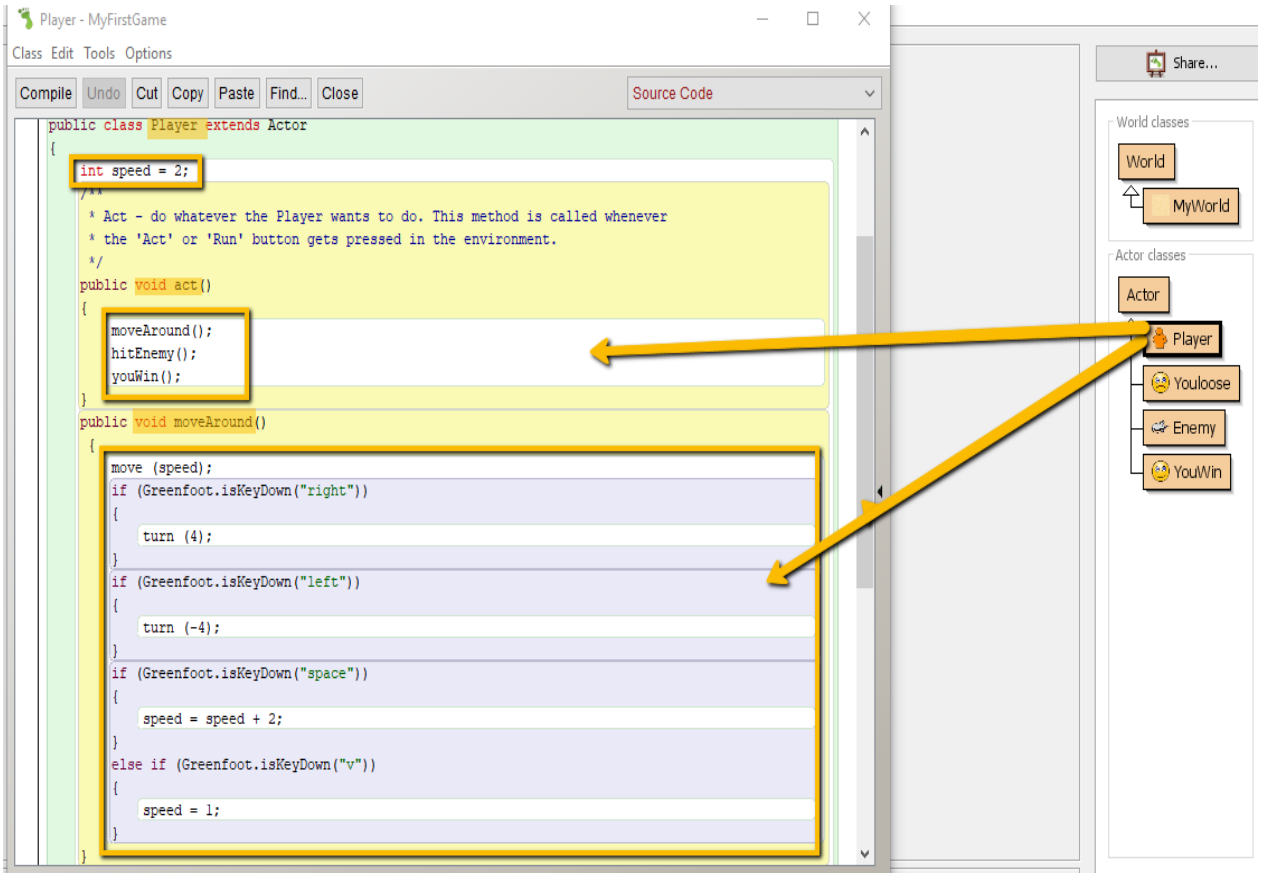
Δημιουργήστε τις κλάσεις και τις υποκλάσεις όπως απεικονίζονται παρακάτω, γράψτε τους κώδικες στους αντίστοιχους editor και «τρέξτε» το πρόγραμμα….

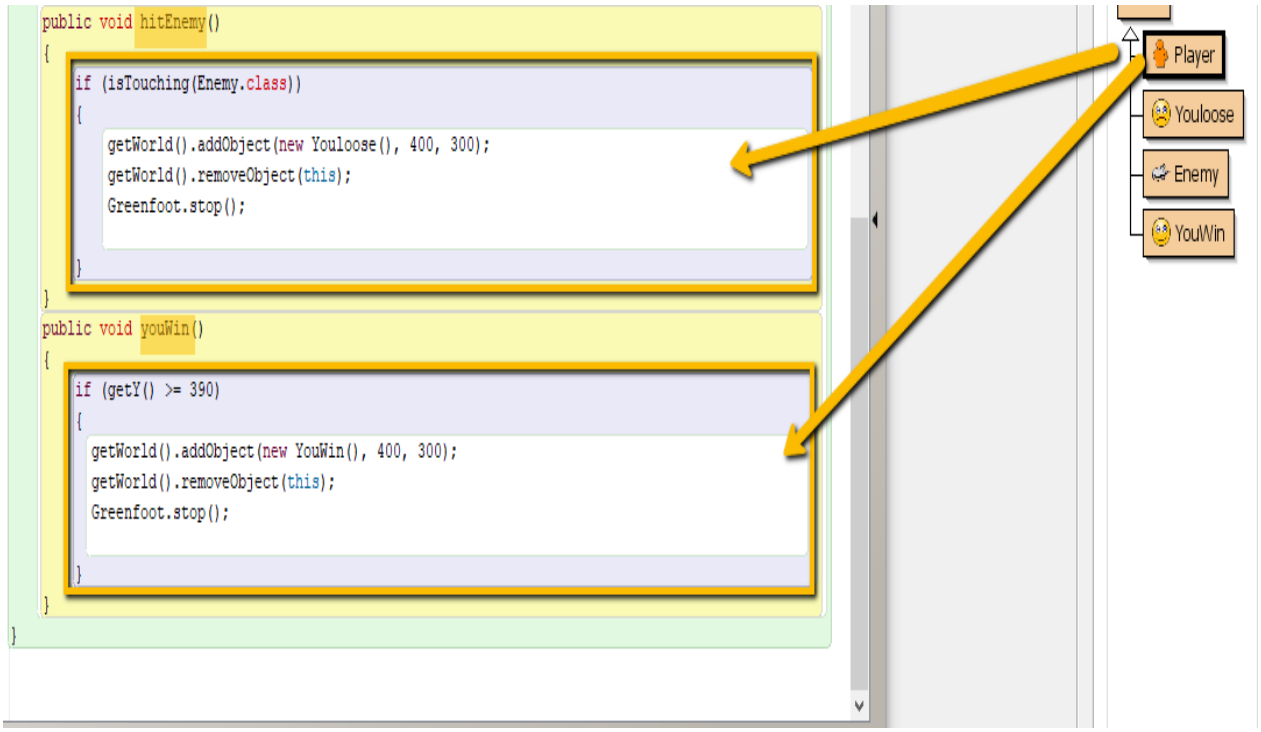


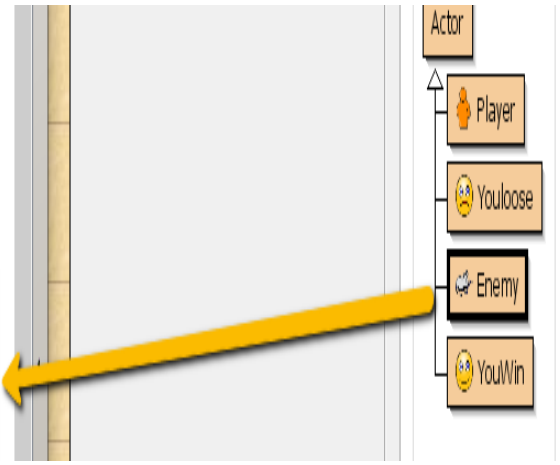

import greenfoot.*;
/**
* Write a description of class Youloose here.
*
* @author (your name)
* @version (a version number or a date)
*/
public class Youloose extends Actor
{
/**
* Act - do whatever the Youloose wants to do. This method is called whenever
* the 'Act' or 'Run' button gets pressed in the environment.
*/
public void act()
{
// Add your action code here.
}
}
Δεν γράφουμε τίποτα ως εντολή. Το δηλώσαμε μόνο ως υποκλάση
World
MyWorld
Actor classes
Actor
Player
Youloose
Enemy
YouWin


import greenfoot.*;
/**
* Write a description of class YouWin here.
*
* @author (your name)
* @version (a version number or a date)
*/
public class YouWin extends Actor
{
/**
* Act - do whatever the YouWin 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.
}
}
Δεν γράφουμε τίποτα ως εντολή. Απλά το δηλώσαμε ως υποκλάση
World classes
World
MyWorld
Actor classes
Actor
Player
Youloose
Enemy
YouWin


Player - MyFirstGame
Class Edit Tools Options
Compile Undo Cut Copy Paste Find... Close
Source Code
public class Player extends Actor
{
int speed = 2;
/**
* Act - do whatever the Player wants to do. This method is called whenever
* the 'Act' or 'Run' button gets pressed in the environment.
*/
public void act()
{
moveAround();
hitEnemy();
youWin();
}
public void moveAround()
{
move (speed);
if (Greenfoot.isKeyDown("right"))
{
turn (4);
}
if (Greenfoot.isKeyDown("left"))
{
turn (-4);
}
if (Greenfoot.isKeyDown("space"))
{
speed = speed + 2;
}
else if (Greenfoot.isKeyDown("v"))
{
speed = 1;
}
}
Share...
World classes
World
MyWorld
Actor classes
Actor
Player
Youloose
Enemy
YouWin


public void hitEnemy()
{
if (isTouching(Enemy.class))
{
getWorld().addObject(new Youloose(), 400, 300);
getWorld().removeObject(this);
Greenfoot.stop();
}
}
public void youWin()
{
if (getY() >= 390)
{
getWorld().addObject(new YouWin(), 400, 300);
getWorld().removeObject(this);
Greenfoot.stop();
}
}
}
Player
Youloose
Enemy
YouWin

```
public class Enemy extends Actor
{
    /**
     * Act - do whatever the Enemy wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        moveAround();
    }
```




```
public void moveAround()
{
    move (4);
    if (getX() >= 599)
    {
        setLocation(0, getY());
    }
    else if (getX() <= 1)
    {
        setLocation(599, getY());
    }
    else if (getY() >= 390  )
    {
        setLocation(getX(), 0);
    }
     else if (getY() < 1 )
    {
        setLocation(getX(), 380);
    }
    if (Greenfoot.isKeyDown("q"))
    {
        turn(-1);
    }
    if (Greenfoot.isKeyDown("w"))
    {
        turn(1);
    }
}
}
```