

Rotation

- This should be easy by now...
- In the Rocket class, write code that will make the rocket rotate using the left and right arrow keys

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Ignition

- [Look at the 'ignite(boolean b)' method
- [If 'b' is true then what should happen?
- [If 'b' is not true then what should happen?
- [What does it all mean?
- [Write a single line of code in act() that will allow the rocket to move when the up arrow is pressed

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Accelerate and move

- [In the Rocket class two methods are called:
 - accelerateDirection
 - moveAtSpeed
- [What do you think each one will do?
- [How does Greenfoot know what to do?

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Inherited methods

- [Methods in a class are automatically included in a subclass
- [But they are hidden in the subclass!
- [When called, they are run within that object, not within the superclass
- [This is very useful if you have a number of classes that all share some behaviour (e.g. things that move)

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Firing bullets

- [To let our rocket fire we need two things:
 - A line of code that will create a new bullet
 - A bullet class to base the object on
- [We already have the class, we just need to create the code that will create the object

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Firing bullets

- [Look at the Space class to see how we can create a Rocket
 - What does the first line do?
 - What does the second line do?

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Objectives

— [If you completed all of these tasks you should know about:

- Keyboard input and rotation (again)
- Calling methods
- Inheriting methods
- Creating objects
- Using sound
