

Forum:[Hack Forums](#)

Thread: [Two Circles Coliding in sperate class ?](#)

Most3rs2 - March 23, 2017, 10:11 pm

Hey, so we need to make a pinball machine kinda thing for an assignement, and i need the to do something when 2 pinballs collide, now both circles have a diiferant class to modify there speed etc. how could I call Object1 in Object2. what should i use to do this

??Austin?? - March 23, 2017, 10:48 pm

You should have an ArrayList(Object based array with no fixed size) of all your game objects. So this is a polymorphism problem. You should probably have an interface GameObject which has tick(); and render(); and then a class called BaseGameEntity implements GameObject. In Game Object initialize a public static final ArrayList<Game Object> gameobjects and in the constructor simply add this Object to your list.

GameObject.java

PHP Code

<?php

```
public interface GameObject {  
    void tick();  
    void render();  
}
```

BaseGameObject.java

PHP Code

<?php

```
public class BaseGameObject implements GameObject {  
    public static final ArrayList<BaseGameObject> gameObjects = new ArrayList<>();  
    public GameObject() {  
        gameObjects.add(this);  
    }  
    void tick() {  
    }  
    void render() {  
    }  
}
```

Main.java

PHP Code

<?php

```
public class Main {  
    public static void main(String[] args) {  
        new BaseGameObject("Red Ball", 100, 200, "ball1.png");  
        new BaseGameObject("Blue Ball", 100, 200, "ball2.png");  
        while(running) {  
            ArrayList<BaseEntity> gameObjects = BaseEntity.gameObjects;  
            for(int i = 0; i < gameObjects.size(); i++) {  
                for(int j = 0; j < gameObjects.size(); j++) {  
                    if(distanceTo(gameObjects.get(i), gameObjects.get(j)) < gameObjects.get(i).radius +  
gameObjects.get(j).radius) {  
                        // Collide
```

```

    }
  }
}
}
}
}

```

This code isn't ideal for a real game I left out threading and a physics loop but it should resemble something like that.

Typed this out in edit comment so the syntax might be off.

Most3rs2 - March 23, 2017, 10:58 pm

(Mar 23, 2017 10:48 PM)??Austin?? Wrote: [CITE](#) You should have an ArrayList(Object based array with no fixed size) of all your game objects. So this is a polymorphism problem. You should probably have an interface GameObject which has tick(); and render(); and then a class called BaseGameEntity implements GameObject. In Game Object initialize a public static final ArrayList<Game Object> gameobjects and in the constructor simply add this Object to your list.

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                    }
                }
            }
        }
    }
}
```

```
}  
}  
}  
}  
}
```

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Its not exactly a game, I have 5 classes, demo which had the objects, game time any anything to do with the actual game, pinballobject1 which has everything to do with the first pinball, pinballobject2 same thing as 1 but for the 2nd pinball, machine which has the size of canvas and most of the values and canvas, is there a way me can can talk on skype ?

??Austin?? - March 23, 2017, 11:01 pm

Sorry I don't do one on one. But if your going to be making pinball it should probably ressemble a game.

Most3rs2 - March 23, 2017, 11:07 pm

ok sure but it's a verry simple game, i dont know a lot about java, there are no controls its automatic kind of thing