

# Smalltalk Programming

## Starry Background

Below is code that you can use to create a starry background in your game.

1. Type and save the code below. Remember not to type the class name and the >> (such as Star>>initialize – you will only type initialize). This is the Smalltalk way of identifying the method of a class.

```
EllipseMorph subclass: #Star
  instanceVariableNames: "
  classVariableNames: "
  poolDictionaries: "
  category: 'ShooterGame'
```

Star>>**initialize**

```
super initialize.
self color: Color white.
self extent: 4 @ 4
```

ShooterGame>>**initializeStars**

```
100 timesRepeat: [
  | star origin anExtent |
  star := Star new.
  origin := (self bounds) origin.
  anExtent := (self extent - star bounds extent) rounded.
  star position: (origin x + (anExtent x atRandom)) @ (origin y + (anExtent y atRandom)).
  self addMorphBack: star]
```

ShooterGame>>**initialize**

```
super initialize.  
self position: 100 @ 100.  
self extent: 640 @ 480.  
self color: Color black.  
self setNameTo: 'Shooter Game'.  
self initializeStars.  
self initializeShip.  
self initializeScore.  
self initializeEnemies
```

2. What a great addition to your game! What else might be nice to have for your shooter game?

3. Save and Quit your Smalltalk image.