

```

/*
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 */
package angry_birds;

import java.awt.Point;

/**
 *
 * @author eversuelo
 */
public class Colisiones {

    public Point Cordenada_Aleatoria(int x, int y) {

        int x1 = (int) Math.floor(Math.random() * (1270 - x + 1) + x);
        int y1 = (int) Math.floor(Math.random() * (700 - y + 1) + y);
        Point Loco = new Point(x1, y1);
        return Loco;
    }

    public Point Cordenada_Aleatoria(int x0, int y0, int x1, int y1) {
        int x = (int) Math.floor(Math.random() * (x1 - x0 + 1) + x0);
        int y = (int) Math.floor(Math.random() * (y1 - y0 + 1) + y0);
        Point Loco = new Point(x, y);

        // System.out.println(Loco.y);
        return Loco;
    }

    public Point Cordenada_aleatoria(Point punto) {
        Point regreso = new Point();
        int ayuda_punto = punto.x + 200;
        regreso.x = (int) Math.floor(Math.random() * (ayuda_punto - punto.x + 1) + punto.x);
        regreso.y = (int) Math.floor(Math.random() * (650 - punto.y + 1) + punto.y);
        return regreso;
    }

    public Point[] Trayectoria(double Coseno, double Seno, Point p0, Point p1, int tiempo, int ConstanteK, int masa) {
        int x = (int) Math.sqrt((Math.pow(p1.x - p0.x, 2) + (Math.pow(p1.y - p0.y, 2))));
        int F = -ConstanteK * x;
        int Vel = (int) Math.sqrt((2 * F * x) / masa);
        int[] ts;
        ts = new int[tiempo];
        Point[] trayectoria = new Point[tiempo];
        for (int e = 0; e < tiempo; e++) {
            trayectoria[e].x = (int) (p0.x + (Vel * Coseno * ts[e]) + (0.5 * F * ts[e] * ts[e]));
            trayectoria[e].y = (int) (p0.y + (Vel * Seno * ts[e]) - (0.5 * 9.8 * ts[e] * ts[e]));
        }

        return trayectoria;
    }
}

```

