

project2Simulator docs

function obj = project2simulator(pieces_,pauseTime_)

The constructor

Arguments:

1. pieces_ = number of parcels to spawn on the gameboard.
2. pauseTime = Time in seconds between subsequent draws. This is so that 'animations' can be visualised.

Returns:

1. obj = handle to the class object.
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function pickup(box)

Function to pickup a parcel from a specified location. If you are holding something and try to pick up again, a warning will show up saying that you have picked up something and cannot pickup again.

Arguments:

1. box = Can be 1, 2, 3 or 4. Specify the box to pick up from.
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function putodwn(box)

Function to putdown a parcel at a specified location. If you are not holding anything and try to put down, a warning will show up saying that you are not holding anything.

Arguments:

1. box = Can be 1, 2, 3 or 4. Specify the box to put down at.
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function box = currentPos(parcel)

You can pass in a parcel and it will return the box that the parcel is in. If i wanted to know which box, parcel 1 is in. This function will tell me.

Arguments

1. parcel = Parcel number. (1, 2, 3, 4, 5, 6)

Returns:

1. returns int 1 for box 1

2. returns int 2 for box 2
 3. returns int 3 for box 3
 4. returns int 4 for box 4
 5. returns 0 if the parcel was not found.
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function printPositions()

Once called, this function will print the contents of each box to the consol.

function matrix = positions()

Once called, this function will return a matrix containing the positions of all of the boxes.