

```

/* The abstract base class for Moster and Player
 * The abstract method move() must be overridden by Player and Monster classes
 */

public abstract class Moveable {
    protected char currentDirection;
    protected Cell currentCell;
    protected Grid grid;

    public Moveable(Grid g) {
        grid = g;
    }

    public void setDirection(char d) {
        currentDirection = d;
    }

    public char getDirection() {
        return currentDirection;
    }

    public void setCell(Cell c) {
        currentCell = c;
    }

    public Cell getCell() {
        return currentCell;
    }

    public abstract Cell move(int presses);
}

```