

Moveable.java

```
1/* The abstract base class for Moster and Player
2 * The abstract method move() must be overridden by Player and
   Monster classes
3 */
4
5public abstract class Moveable {
6    protected char currentDirection;
7    protected Cell currentCell;
8    protected Grid grid;
9
10   public Moveable(Grid g) {
11       grid = g;
12   }
13
14   public void setDirection(char d) {
15       currentDirection = d;
16   }
17
18   public char getDirection() {
19       return currentDirection;
20   }
21
22   public void setCell(Cell c) {
23       currentCell = c;
24   }
25
26   public Cell getCell() {
27       return currentCell;
28   }
29
30   public abstract Cell move(int presses);
31 }
32
```