controller

Class Controller

java.lang.Object
     controller.Controller

All Implemented Interfaces:

IController

```
public final class Controller
extends Object
implements IController
```

The Class Controller.

Author:

Group 5

Field Summary

Fields

Modifier and Type	Field and Description
private int	**gravity** The gravity
private **IModel**	**model** The model.
private **ControllerOrder**	**stackOrder** The order
private **IView**	**view** The view.

Constructor Summary

Constructors

Constructor and Description
Controller(**IView** view, **IModel** model)   Instantiates a new controller.

Method Summary

All Methods	**Instance Methods**	**Concrete Methods**

Modifier and Type	Method and Description
private void	**clearStackOrder**() Reset the stackOrder.
boolean	**collision**(**IElement** elementA, **IElement** elementN, **ControllerOrder** controllerOrder) checks for collisions.
void	**control**() The method control.
boolean	**getElementNext**(**IElement** element, **ControllerOrder** controllerOrder) Gets the next element.
private **IModel**	**getModel**() Gets the model.
IController	**getOrderPeformer**() Gets the controller.
ControllerOrder	**getStackOrder**() Gets the order.
void	**orderPerform**(**ControllerOrder** userOrder) Order perform.
void	**play**() The play method.
private void	**setModel**(**IModel** model) Sets the model.
void	**setStackOrder**(**ControllerOrder** stackOrder) Sets the stackOrder.
private void	**setView**(**IView** pview) Sets the view.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

view

private IView view

The view.

---

model

private `IModel` model

The model.

---

stackOrder

private `ControllerOrder` stackOrder

The order

---

gravity

private int gravity

The gravity

Constructor Detail

Controller

```
public Controller(IView view,
                  IModel model)
```

Instantiates a new controller.

Parameters:

view - the view

model - the model

Method Detail

control

public void control()

The method control. Print a message on start.

Specified by:

`control` in interface `IController`

---

setView

private void setView(`IView` pview)

Sets the view.

Parameters:

`pview` - the new view

---

setModel

`private void setModel(IModel model)`

Sets the model.

Parameters:

`model` - the new model

---

getModel

`private IModel getModel()`

Gets the model.

Returns:

`model`

---

play

`public void play()`

The play method. Controls the movement of all entities.

---

getStackOrder

`public ControllerOrder getStackOrder()`

Gets the order.

Returns:

`stackOrder`

---

setStackOrder

`public void setStackOrder(ControllerOrder stackOrder)`

Sets the stackOrder.

Parameters:

`stackOrder` - The stackOrder.

---

clearStackOrder

```
private void clearStackOrder()
```

Reset the stackOrder.

---

getOrderPeformer

```
public IController getOrderPeformer()
```

Gets the controller.

Returns:

controller

---

orderPerform

```
public final void orderPerform(ControllerOrder userOrder)
```

Description copied from interface: IController

Order perform.

Specified by:

orderPerform in interface IController

Parameters:

userOrder - the controller order

---

getElementNext

```
public boolean getElementNext(IElement element,
                              ControllerOrder controllerOrder)
```

Gets the next element.

Parameters:

element - The element.

controllerOrder - The controllerOrder.

Returns:

boolean

---

collision

```
public boolean collision(IElement elementA,
                         IElement elementN,
                         ControllerOrder controllerOrder)
```

checks for collisions.

Parameters:

elementA - The actual element.

elementN - The next element.

controllerOrder - The controllerOrder

Returns:

boolean