

OVERVIEW

PACKAGE

CLASS

USE

TREE

DEPRECATED

INDEX

PREV CLASS

NEXT CLASS

FRAMES

NO FRAMES

ALL CLASSES

SUMMARY: NESTED | FIELD | CONSTR | METHOD

DETAIL: FIELD | CONSTR | METHOD

contract

## Interface ILevelMap

All Known Implementing Classes:

LevelMap

public interface **ILevelMap**

The Interface ILevelMap.

Author:

Group 5

### Method Summary

All Methods

Instance Methods

Abstract Methods

Modifier and Type	Method and Description
<b>IElement</b>	<b>getElement</b> (int x, int y) Get the elements with coordinates
<b>Observable</b>	<b>getObservable</b> () Get the observable
<b>IElement</b>	<b>getPlayer</b> () Get the player
void	<b>popDiamond</b> (int x, int y) Set the Diamond
void	<b>removeElement</b> (int x, int y) Remove element when player go on
void	<b>setElement</b> (int x, int y, <b>IElement</b> element) Set the elements with coordinates, and set the change and notify observer

### Method Detail

#### getElement

**IElement** getElement(int x,  
                          int y)

Get the elements with coordinates

**Parameters:**

x - The x.

y - The y.

**Returns:**

level array

**setElement**

```
void setElement(int x,  
                int y,  
                IElement element)
```

Set the elements with coordinates, and set the change and notify observer

**Parameters:**

x - The x.

y - The y.

element - The element.

**getPlayer**

```
IElement getPlayer()
```

Get the player

**Returns:**

player element

**removeElement**

```
void removeElement(int x,  
                   int y)
```

Remove element when player go on

**Parameters:**

x - The x.

y - The y.

**getObservable**

```
Observable getObservable()
```

Get the observable

**Returns:**

the element

**popDiamond**

```
void popDiamond(int x,  
                int y)
```

Set the Diamond

**Parameters:**

x - The x.

y - The y.

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [USE](#) [TREE](#) [DEPRECATED](#) [INDEX](#)

[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)

[SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) [DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)

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