model.element.mobile

Class Player

java.lang.Object
        model.element.mobile.Player

All Implemented Interfaces:

IElement, ISprite

```
public class Player
extends Object
implements IElement
```

The Class Diamond.

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Field Summary

Fields

Modifier and Type	Field and Description
private ElementType	**elementType** The elementType
private boolean	**exist** The exist boolean
private static Image	**image** The image
private String	**imageName** The imageName
private String	**imageNameDown** The image down
private String	**imageNameLeft** The image left
private String	**imageNameRight** The image right
private String	**imageNameUp** The image up
private ILevelMap	**levelmap**

	The levelmap
private int	**score** The score
private int	**x** The x
private int	**y** The y

Constructor Summary

Constructors

Constructor and Description

Player(int x, int y, **LevelMap** levelMap)
constructor to build and place player

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method and Description
void	**doNothing**() do nothing the player when player don't move
ElementType	**getElementType**() Get element type of player
Image	**getImage**() Get image of player
String	**getImageName**() Get image name of player
ILevelMap	**getLevelmap**() Get level
int	**getScore**() Get score of collected diamond
int	**getX**() Get x position of player
int	**getY**() Get y position of player
boolean	**isExist**() check existing of player
void	**loadImage**()

Load image of player

void	**moveDown**() Move down the player when down key are pressed
void	**moveLeft**() Move left the player when left key are pressed
void	**moveRight**() Move right the player when right key are pressed
void	**moveUp**() Move up the player when up key are pressed
void	**setElementType**(**ElementType** elementType) Set element type of player
void	**setExist**(boolean exist) set exist verification of player
void	**setImage**(**Image** image) Set image of player
void	**setImageName**(**String** imageName) Set image name of player
void	**setLevelmap**(**ILevelMap** levelmap) Set level
void	**setScore**(int score) Set score of collected diamond
void	**setX**(int x) Set x position of player
void	**setY**(int y) Set y position of player

Methods inherited from class java.lang.Object

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

Field Detail

score

private int score

The score

exist

```
private boolean exist
```

The exist boolean

---

elementType

```
private ElementType elementType
```

The elementType

---

x

```
private int x
```

The x

---

y

```
private int y
```

The y

---

levelmap

```
private ILevelMap levelmap
```

The levelmap

---

image

```
private static Image image
```

The image

---

imageNameUp

```
private String imageNameUp
```

The image up

---

imageNameDown

```
private String imageNameDown
```

The image down

---

imageNameRight

```
private String imageNameRight
```

The image right

imageNameLeft

```
private String imageNameLeft
```

The image left

imageName

```
private String imageName
```

The imageName

Constructor Detail

Player

```
public Player(int x,
              int y,
              LevelMap levelMap)
```

constructor to build and place player

Parameters:

x - The x.

y - The y.

levelMap - The levelMap.

Method Detail

getX

```
public int getX()
```

Get x position of player

Specified by:

getX in interface IElement

Returns:

x

setX

```
public void setX(int x)
```

Set x position of player

Specified by:

setX in interface IElement

Parameters:

x - The x.

getY

public int getY()

Get y position of player

Specified by:

getY in interface IElement

Returns:

y

setY

public void setY(int y)

Set y position of player

Specified by:

setY in interface IElement

Parameters:

y - The y.

moveUp

public void moveUp()

Move up the player when up key are pressed

Specified by:

moveUp in interface IElement

moveDown

public void moveDown()

Move down the player when down key are pressed

Specified by:

moveDown in interface IElement

moveLeft

public void moveLeft()

Move left the player when left key are pressed

Specified by:

moveLeft in interface IElement

---

moveRight

public void moveRight()

Move right the player when right key are pressed

Specified by:

moveRight in interface IElement

---

doNothing

public void doNothing()

do nothing the player when player don't move

Specified by:

doNothing in interface IElement

---

getImage

public Image getImage()

Get image of player

Specified by:

getImage in interface ISprite

Returns:

image

---

setImage

public void setImage(Image image)

Set image of player

Specified by:

setImage in interface ISprite

Parameters:

image - The image.

---

loadImage

public void loadImage()

Load image of player

Specified by:

loadImage in interface ISprite

getImageName

public String getImageName()

Get image name of player

Specified by:

getImageName in interface ISprite

Returns:

imgaName

setImageName

public void setImageName(String imageName)

Set image name of player

Specified by:

setImageName in interface ISprite

Parameters:

imageName - The image name.

isExist

public boolean isExist()

check existing of player

Specified by:

isExist in interface IElement

Returns:

exist

setExist

public void setExist(boolean exist)

set exist verification of player

Specified by:

setExist in interface IElement

Parameters:

exist - The exist state.

getLevelmap

public ILevelMap getLevelmap()

Get level

Returns:
level map

setLevelmap

public void setLevelmap(ILevelMap levelmap)

Set level

Parameters:
levelmap - The levelMap.

getScore

public int getScore()

Get score of collected diamond

Specified by:
getScore in interface IElement

Returns:
score

setScore

public void setScore(int score)

Set score of collected diamond

Specified by:
setScore in interface IElement

Parameters:
score - The score.

getElementType

public ElementType getElementType()

Get element type of player

Specified by:
getElementType in interface IElement

Returns:

element type

setElementType

```
public void setElementType(ElementType elementType)
```

Set element type of player

Specified by:

setElementType in interface IElement

Parameters:

elementType - The elementType.