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model.element.mobile

## Class Enemy

java.lang.Object  
model.element.mobile.Enemy

All Implemented Interfaces:  
IElement, ISprite

```
public class Enemy
extends Object
implements IElement
```

The Class Enemy.

Author:  
Group 5

### Field Summary

#### Fields

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

	The levelmap
private int	<b>score</b> The score
private int	<b>x</b> The x
private int	<b>y</b> The y

## Constructor Summary

### Constructors

#### Constructor and Description

**Enemy**(int x, int y, **LevelMap** levelMap)  
constructor to build and place enemy

## Method Summary

### All Methods    Instance Methods    Concrete Methods

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

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

### 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****Enemy**

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

constructor to build and place enemy

**Parameters:**

x - The x.

y - The y.

levelMap - The levelMap.

**Method Detail****getX**

```
public int getX()
```

Get x position of Enemy

**Specified by:**

`getX` in interface `IElement`

**Returns:**

x

**setX**

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

Set x position of Enemy

**Specified by:**

`setX` in interface `IElement`

**Parameters:**

x - The x.

**getY**

```
public int getY()
```

Get y position of Enemy

**Specified by:**

`getY` in interface `IElement`

**Returns:**

y

**setY**

```
public void setY(int y)
```

Set y position of Enemy

**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 Enemy

**Specified by:**

`getImage` in interface `ISprite`

**Returns:**

image

#### **setImage**

```
public void setImage(Image image)
```

Set image of Enemy

**Specified by:**

`setImage` in interface `ISprite`

**Parameters:**

image - The image.

#### **loadImage**

```
public void loadImage()
```

Load image of Enemy

**Specified by:**

`loadImage` in interface `ISprite`

#### **getImageName**

```
public String getImageName()
```

Get image name of Enemy

**Specified by:**

`getImageName` in interface `ISprite`

**Returns:**

imgaName

#### **setImageName**

```
public void setImageName(String imageName)
```

Set image name of Enemy

**Specified by:**

`setImageName` in interface `ISprite`

**Parameters:**

imageName - The image name.

#### **isExist**

```
public boolean isExist()
```

check existing of Enemy

**Specified by:**

`isExist` in interface `IElement`

**Returns:**

exist

#### **setExist**

```
public void setExist(boolean exist)
```

set exist verification of Enemy

**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 Enemy

**Specified by:**

`getElementType` in interface `IElement`

**Returns:**

element type

### setElementType

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

Set element type of Enemy

**Specified by:**

setElementType in interface IElement

**Parameters:**

elementType - The elementType.

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