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SUMMARY: NESTED | FIELD | CONSTR | METHOD

DETAIL: FIELD | CONSTR | METHOD

model.element.motionless

Class Block

java.lang.Object
model.element.motionless.Block

All Implemented Interfaces:
IElement, ISprite

public class **Block**
extends [Object](#)
implements [IElement](#)

The Class Diamond.

Author:
Group 5

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 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

Block(int x, int y, **LevelMap** levelMap)

constructor to build and place Block

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 Block
Image	getImage() Get image of Block
String	getImageName() Get image name of block
ILevelMap	getLevelmap() Get level
int	getScore() Get score of collected diamond
int	getX() Get x position of Block
int	getY() Get y position of Block
boolean	isExist() check existing of diamond
void	loadImage() Load image of Block
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 diamond
void	setExist (boolean exist) set exist verification of Block
void	setImage (Image image) Set image of Block
void	setImageName (String imageName) Set image name of diamond
void	setLevelmap (ILevelMap levelmap) Set level
void	setScore (int score) Set score of collected diamond
void	setX (int x) Set x position of Block
void	setY (int y) Set y position of Block

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

```
imageName
```

```
private String imageName
```

The imageName

Constructor Detail

```
Block
```

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

constructor to build and place Block

Parameters:

x - The x.

y - The y.

levelMap - The levelMap.

Method Detail

```
getX
```

```
public int getX()
```

Get x position of Block

Specified by:

`getX` in interface `IElement`

Returns:

x

setX

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

Set x position of Block

Specified by:

`setX` in interface `IElement`

Parameters:

x - The x.

getY

```
public int getY()
```

Get y position of Block

Specified by:

`getY` in interface `IElement`

Returns:

y

setY

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

Set y position of Block

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 Block

Specified by:

`getImage` in interface `ISprite`

Returns:

image

setImage

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

Set image of Block

Specified by:

`setImage` in interface `ISprite`

Parameters:

`image` - The image.

loadImage

```
public void loadImage()
```

Load image of Block

Specified by:

`loadImage` in interface `ISprite`

getImageName

```
public String getImageName()
```

Get image name of block

Specified by:

`getImageName` in interface `ISprite`

Returns:

`imageName`

setImageName

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

Set image name of diamond

Specified by:

`setImageName` in interface `ISprite`

Parameters:

`imageName` - The image name.

isExist

```
public boolean isExist()
```

check existing of diamond

Specified by:

`isExist` in interface `IElement`

Returns:

exist

setExist

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

set exist verification of Block

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 Block

Specified by:

`getElementType` in interface `IElement`

Returns:

element type

setElementType

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

Set element type of diamond

Specified by:

`setElementType` in interface `IElement`

Parameters:

`elementType` - The elementType.

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