contract

Interface IElement

All Superinterfaces:

ISprite

All Known Implementing Classes:

Block, Diamond, Enemy, Exit, Player, Rock, UnbreakableBlock

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public interface **IElement**
extends ISprite

The Interface ILevelMap.

Author:

Group 5

Method Summary

All Methods   Instance Methods   Abstract Methods

Modifier and Type	Method and Description
void	**doNothing**() Element do Nothing
ElementType	**getElementType**() Get the type of element
int	**getScore**() Get the Score
int	**getX**() Get the X of element
int	**getY**() Get the Y of element
boolean	**isExist**() Know if elements exist or they alive
void	**moveDown**() Move element Down
void	**moveLeft**() Move element Left
void	**moveRight**()

	Move element Right
void	**moveUp**()
	Move element Up
void	**setElementType**(**ElementType** elementType)
	Set the type of element
void	**setExist**(boolean exist)
	Set element if they are destroy, or took
void	**setScore**(int score)
	Set the Score
void	**setX**(int x)
	Set the X of element
void	**setY**(int y)
	Set the Y of element

Methods inherited from interface contract.ISprite

getImage, getImageName, loadImage, setImage, setImageName

Method Detail

getX

int getX()

Get the X of element

Returns:

x

setX

void setX(int x)

Set the X of element

Parameters:

x - The x.

getY

int getY()

Get the Y of element

Returns:

y

setY

void setY(int y)

Set the Y of element

Parameters:

y - The y.

moveUp

void moveUp()

Move element Up

moveRight

void moveRight()

Move element Right

moveLeft

void moveLeft()

Move element Left

moveDown

void moveDown()

Move element Down

doNothing

void doNothing()

Element do Nothing

getElementType

ElementType getElementType()

Get the type of element

Returns:

Element Type

setElementType

void setElementType(ElementType elementType)

Set the type of element

Parameters:
elementType - The elementType.

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getScore

int getScore()

Get the Score

Returns:
score

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setScore

void setScore(int score)

Set the Score

Parameters:
score - The score.

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isExist

boolean isExist()

Know if elements exist or they alive

Returns:
exist

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setExist

void setExist(boolean exist)

Set element if they are destroy, or took

Parameters:
exist - The exist.

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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