[View Javadoc](#)

```java
1    package contract;
2
3    /**
4     * The Interface ILevelMap.
5     *
6     * @author Group 5
7     *
8     */
9    public interface IElement extends ISprite {
10
11
12       /**
13        * Get the X of element
14        *
15        * @return x
16        */
17       public int getX();
18
19       /**
20        * Set the X of element
21        *
22        * @param x
23        *                              The x.
24        */
25       public void setX(int x);
26
27       /**
28        * Get the Y of element
29        *
30        * @return y
31        */
32       public int getY();
33
34       /**
35        * Set the Y of element
36        *
37        * @param y
38        *                              The y.
39        */
40       public void setY(int y);
41
42       /**
43        * Move element Up
44        */
45       public void moveUp();
46
47       /**
48        * Move element Right
49        */
50       public void moveRight();
51
52       /**
53        * Move element Left
54        */
55       public void moveLeft();
56
57       /**
58        * Move element Down
59        */
60       public void moveDown();
61
62       /**
63        * Element do Nothing
64        */
65       public void doNothing();
66
```

```
67      /**
68       * Get the type of element
69       *
70       * @return Element Type
71       */
72      public ElementType getElementType();
73
74      /**
75       * Set the type of element
76       *
77       * @param elementType
78       *                                              The elementType.
79       */
80      public void setElementType(ElementType elementType);
81
82      /**
83       * Get the Score
84       *
85       * @return score
86       */
87      public int getScore();
88
89      /**
90       * Set the Score
91       *
92       * @param score
93       *                                      The score.
94       */
95      public void setScore(int score);
96
97      /**
98       * Know if elements exist or they alive
99       *
100      * @return exist
101      */
102     boolean isExist();
103
104      /**
105       * Set element if they are destroy, or took
106       *
107       * @param exist
108       *                                      The exist.
109       */
110     void setExist(boolean exist);
111
112
113 }
```