View Javadoc

```
1    package model;
2
3    import java.sql.SQLException;
4    import contract.ILevelMap;
5    import contract.IModel;
6    import entity.Level;
7    import model.element.LevelMap;
8
9    /**
10    * The Class Model.
11    *
12    * @author Group 5
13    */
14    public final class Model implements IModel {
15
16        /** The level. */
17        private Level level;
18
19        /** The LevelMap. */
20        private ILevelMap levelMap;
21
22
23        /**
24         * Instantiates a new model.
25         */
26        public Model() {
27                this.setLevel(new Level());
28                this.loadLevel(1);
29
30                this.setLevelMap(new LevelMap(this.level));
31        }
32
33        /*
34         * (non-Javadoc)
35         *
36         * @see contract.IModel#getLevel()
37         */
38        public Level getLevel() {
39                return this.level;
40        }
41
42        /**
43         * Sets the Level.
44         *
45         * @param level
46         *            the new level
47         */
48        private void setLevel(final Level level) {
49                this.level = level;
50
51        }
52
53        /*
54         * (non-Javadoc)
55         *
56         * @see contract.IModel#loadLevel()
57         */
58        public void loadLevel(final int id) {
59                try {
60                        final DAOLevel daoLevel = new DAOLevel(DBConnection.getInstance().getConnection());
61                        this.setLevel(daoLevel.find(id));
62                } catch (final SQLException e) {
63                        e.printStackTrace();
64                }
65        }
66
67        /*
68         * (non-Javadoc)
69         *
70         * @see contract.IModel#getLevelMap()
71         */
72        public ILevelMap getLevelMap() {
```

```
73          return levelMap;
74      }
75
76      /*
77       * (non-Javadoc)
78       *
79       * @see contract.IModel#setLevelMap()
80       */
81      public void setLevelMap(ILevelMap levelMap) {
82          this.levelMap = levelMap;
83      }
84
85  }
```