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DETAIL: FIELD | CONSTR | METHOD

model.element

Class LevelMap

java.lang.Object  
    java.util.Observable  
        model.element.LevelMap

All Implemented Interfaces:

ILevelMap

public class LevelMap  
extends Observable  
implements ILevelMap

The Class Model.

Author:

Group 5

Field Summary

Fields

Modifier and Type	Field and Description
private IElement[][]	levelmap The levelmap;

Constructor Summary

Constructors

Constructor and Description
LevelMap(Level level) Instantiates a new levelMap.

Method Summary

All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method and Description
IElement	getElement(int x, int y) Get the elements with coordinates

<b>Observable</b>	<b>getObservable()</b> Get the observable
<b>IElement</b>	<b>getPlayer()</b> Get the player
void	<b>popDiamond</b> (int a, int b) Set the Diamond
void	<b>removeElement</b> (int x, int y) Remove element when player go on
void	<b>setElement</b> (int x, int y, <b>IElement</b> element) Set the elements with coordinates, and set the change and notify observer

### Methods inherited from class `java.util.Observable`

`addObserver`, `clearChanged`, `countObservers`, `deleteObserver`, `deleteObservers`, `hasChanged`, `notifyObservers`, `notifyObservers`, `setChanged`

### Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

## Field Detail

### levelmap

```
private IElement[][] levelmap
```

The levelmap;

## Constructor Detail

### LevelMap

```
public LevelMap(Level level)
```

Instantiates a new levelMap.

**Parameters:**

`level` - The level.

## Method Detail

### getPlayer

```
public IElement getPlayer()
```

**Description copied from interface: [ILevelMap](#)**

Get the player

**Specified by:**

[getPlayer](#) in interface [ILevelMap](#)

**Returns:**

player element

**getElement**

```
public IElement getElement(int x,  
                           int y)
```

**Description copied from interface: [ILevelMap](#)**

Get the elements with coordinates

**Specified by:**

[getElement](#) in interface [ILevelMap](#)

**Parameters:**

x - The x.

y - The y.

**Returns:**

level array

**setElement**

```
public void setElement(int x,  
                      int y,  
                      IElement element)
```

**Description copied from interface: [ILevelMap](#)**

Set the elements with coordinates, and set the change and notify observer

**Specified by:**

[setElement](#) in interface [ILevelMap](#)

**Parameters:**

x - The x.

y - The y.

element - The element.

**removeElement**

```
public void removeElement(int x,  
                          int y)
```

**Description copied from interface: [ILevelMap](#)**

Remove element when player go on

**Specified by:**

`removeElement` in interface `ILevelMap`

**Parameters:**

x - The x.

y - The y.

**getObservable**

```
public Observable getObservable()
```

**Description copied from interface: `ILevelMap`**

Get the observable

**Specified by:**

`getObservable` in interface `ILevelMap`

**Returns:**

the element

**popDiamond**

```
public void popDiamond(int a,  
                      int b)
```

**Description copied from interface: `ILevelMap`**

Set the Diamond

**Specified by:**

`popDiamond` in interface `ILevelMap`

**Parameters:**

a - The x.

b - The y.

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