model.element.mobile

Class Rock

java.lang.Object
      model.element.mobile.Rock

All Implemented Interfaces:

IElement, ISprite

```
public class Rock
extends Object
implements IElement
```

The Class Diamond.

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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
Rock(int x, int y, **LevelMap** levelMap) constructor to build and place Rock

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

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

Rock

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

constructor to build and place Rock

Parameters:

x - The x.

y - The y.

levelMap - The levelMap.

Method Detail

getX

public int getX()

Get x position of Rock

Specified by:

getX in interface IElement

Returns:

x

---

setX

public void setX(int x)

Set x position of Rock

Specified by:

setX in interface IElement

Parameters:

x - The x.

---

getY

public int getY()

Get y position of Rock

Specified by:

getY in interface IElement

Returns:

y

---

setY

public void setY(int y)

Set y position of Rock

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 Rock

Specified by:
getImage in interface ISprite

Returns:
image

setImage

public void setImage(Image image)

Set image of Rock

Specified by:

setImage in interface ISprite

Parameters:

image - The image.

loadImage

public void loadImage()

Load image of Rock

Specified by:

loadImage in interface ISprite

getImageName

public String getImageName()

Get image name of Rock

Specified by:

getImageName in interface ISprite

Returns:

imgaName

setImageName

public void setImageName(String imageName)

Set image name of Rock

Specified by:

setImageName in interface ISprite

Parameters:

imageName - The image name.

isExist

public boolean isExist()

check existing of Rock

Specified by:

isExist in interface IElement

Returns:
exist

---

setExist

public void setExist(boolean exist)

set exist verification of Rock

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 Rock

Specified by:

getElementType in interface IElement

Returns:

element type

setElementType

public void setElementType(ElementType elementType)

Set element type of Rock

Specified by:

setElementType in interface IElement

Parameters:

elementType - The elementType.

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