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```
1  package contract;
2
3  import java.util.Observable;
4
5  /**
6   * The Interface ILevelMap.
7   *
8   * @author Group 5
9   */
10 public interface ILevelMap {
11
12     /**
13      * Get the elements with coordinates
14      *
15      * @param x
16      *      The x.
17      * @param y
18      *      The y.
19      * @return Level array
20      */
21     public IElement getElement(int x, int y);
22
23     /**
24      * Set the elements with coordinates, and set the change and notify observer
25      *
26      * @param x
27      *      The x.
28      * @param y
29      *      The y.
30      * @param element
31      *      The element.
32      */
33     public void setElement(int x, int y, IElement element);
34
35     /**
36      * Get the player
37      *
38      * @return player element
39      */
40     public IElement getPlayer();
41
42     /**
43      * Remove element when player go on
44      *
45      * @param x
46      *      The x.
47      * @param y
48      *      The y.
49      */
50     void removeElement(int x, int y);
51
52     /**
53      * Get the observable
54      *
55      * @return the element
56      */
57     Observable getObservable();
58
59     /**
60      * Set the Diamond
61      *
62      * @param x
63      *      The x.
64      * @param y
65      *      The y.
66      */
67 }
```

```
67    void popDiamond(int x, int y);  
68  
69 }
```

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