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SUMMARY: NESTED | FIELD | CONSTR | METHOD

DETAIL: FIELD | CONSTR | METHOD

model.element.motionless

Class Exit

java.lang.Object  
model.element.motionless.Exit

All Implemented Interfaces:  
IElement, ISprite

public class **Exit**  
extends [Object](#)  
implements [IElement](#)

The Class Diamond.

Author:  
Group 5

Field Summary

Fields

Modifier and Type	Field and Description
private <a href="#">ElementType</a>	<b>elementType</b> The elementType
private boolean	<b>exist</b> The exist boolean
private static <a href="#">Image</a>	<b>image</b> The image
private <a href="#">String</a>	<b>imageName</b> The imageName
private <a href="#">ILevelMap</a>	<b>levelmap</b> The levelmap
private int	<b>score</b> The score
private int	<b>x</b> The x
private int	<b>y</b> The y

## Constructor Summary

### Constructors

#### Constructor and Description

**Exit**(int x, int y, **LevelMap** levelMap)

constructor to build and place Exit

## Method Summary

### All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method and Description
void	<b>doNothing()</b> do nothing the player when player don't move
<b>ElementType</b>	<b>getElementType()</b> Get element type of diamond
<b>Image</b>	<b>getImage()</b> Get image of Exit
<b>String</b>	<b>getImageName()</b> Get image name of Exit
<b>ILevelMap</b>	<b>getLevelmap()</b> Get level
int	<b>getScore()</b> Get score of collected diamond
int	<b>getX()</b> Get x position of Exit
int	<b>getY()</b> Get y position of Exit
boolean	<b>isExist()</b> check existing of Exit
void	<b>loadImage()</b> Load image of Exit
void	<b>moveDown()</b> Move down the player when down key are pressed
void	<b>moveLeft()</b> Move left the player when left key are pressed
void	<b>moveRight()</b> Move right the player when right key are pressed
void	<b>moveUp()</b>

Move up the player when up key are pressed

void	<b>setElementType</b> ( <b>ElementType</b> elementType) Set element type of diamond
void	<b>setExist</b> (boolean exist) set exist verification of Exit
void	<b>setImage</b> ( <b>Image</b> image) Set image of Exit
void	<b>setImageName</b> ( <b>String</b> imageName) Set image name of Exit
void	<b>setLevelmap</b> ( <b>ILevelMap</b> levelmap) Set level
void	<b>setScore</b> (int score) Set score of collected diamond
void	<b>setX</b> (int x) Set x position of Exit
void	<b>setY</b> (int y) Set y position of Exit

### 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***

**Exit**

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

constructor to build and place Exit

**Parameters:**

x - The x.

y - The y.

levelMap - The levelMap.

### ***Method Detail***

**getX**

```
public int getX()
```

Get x position of Exit

**Specified by:**

`getX` in interface `IElement`

**Returns:**

x

#### setX

```
public void setX(int x)
```

Set x position of Exit

**Specified by:**

`setX` in interface `IElement`

**Parameters:**

x - The x.

#### getY

```
public int getY()
```

Get y position of Exit

**Specified by:**

`getY` in interface `IElement`

**Returns:**

y

#### setY

```
public void setY(int y)
```

Set y position of Exit

**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 Exit

**Specified by:**

`getImage` in interface `ISprite`

**Returns:**

image

**setImage**

```
public void setImage(Image image)
```

Set image of Exit

**Specified by:**

`setImage` in interface `ISprite`

**Parameters:**

`image` - The image.

**loadImage**

```
public void loadImage()
```

Load image of Exit

**Specified by:**

`loadImage` in interface `ISprite`

**getImageName**

```
public String getImageName()
```

Get image name of Exit

**Specified by:**

`getImageName` in interface `ISprite`

**Returns:**

`imgaName`

**setImageName**

```
public void setImageName(String imageName)
```

Set image name of Exit

**Specified by:**

`setImageName` in interface `ISprite`

**Parameters:**

`imageName` - The image name.

**isExist**

```
public boolean isExist()
```

check existing of Exit

**Specified by:**

`isExist` in interface `IElement`

**Returns:**

exist

#### **setExist**

```
public void setExist(boolean exist)
```

set exist verification of Exit

**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 diamond

**Specified by:**

`getElementType` in interface `IElement`

**Returns:**

element type

### **setElementType**

```
public void setElementType(ElementType elementType)
```

Set element type of diamond

**Specified by:**

`setElementType` in interface `IElement`

**Parameters:**

`elementType` - The elementType.

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