PACKAGE   CLASS   USE   TREE   DEPRECATED   INDEX   HELP

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SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

Class Square

java.lang.Object
     Square

```
public class Square
extends java.lang.Object
```

Square Class stores information of the Pieces and Coordinates

Version:

```
1.0
```

Author:

```
Muneeb Nasir
```

Field Summary

Fields

Modifier and Type	Field and Description
private **Piece**	**gamePiece** The Piece that is occupying the square object
private **Coordinate**	**position** The Coordinates of the square object

Constructor Summary

Constructors

Constructor and Description
Square(**Coordinate** newCoordinates)   Square Constructor with specific coordinate
Square(**Coordinate** newCoordinates, **Piece** newPiece)   Square Constructor with specific coordinate and game piece

Method Summary

Modifier and Type	Method and Description
void	`addPiece(Piece newPiece)` Adds a new piece to the specific square object when necessary, and if the square is not empty/occupied it will replace the existing game piece.
void	`deletePiece()` Removes a piece from the square position.
int	`getColumnNumber()` Getter method for the column number of the coordinate position
`Coordinate`	`getCoordinate()` Getter method for the coordinate position
`Piece`	`getPiece()` Getter method for the game piece on the square
int	`getRowNumber()` Getter method for the row number of the coordinate position
boolean	`isOccupied()` Method checks if the square is empty or being occupied by an existing game piece
void	`setPiece(Piece piece)` Setter method for the game piece
void	`setPosition(Coordinate newCoordinate)` Setter method for the position of the square with user specified coordinate value
java.lang.String	`toString()` Method used to print the information of the square object in STRING format

Methods inherited from class java.lang.Object

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

Field Detail

position

`private Coordinate position`

The Coordinates of the square object

gamePiece

```
private Piece gamePiece
```

The Piece that is occupying the square object

Constructor Detail

Square

```
public Square(Coordinate newCoordinates)
```

Square Constructor with specific coordinate

Parameters:
```
newCoordinates, - user specified position
```

Square

```
public Square(Coordinate newCoordinates,
              Piece newPiece)
```

Square Constructor with specific coordinate and game piece

Parameters:
```
newCoordinates, - user specified position

newPiece, - user specified game object
```

Method Detail

getColumnNumber

```
public int getColumnNumber()
```

Getter method for the column number of the coordinate position

Returns:
```
Column Number of the position
```

getRowNumber

```
public int getRowNumber()
```

Getter method for the row number of the coordinate position

Returns:

Row Number of the coordinate position

setPosition

```
public void setPosition(Coordinate newCoordinate)
```

Setter method for the position of the square with user specified coordinate value

Parameters:

```
newCoordinate, - The user specified coordinate of the square
```

getCoordinate

```
public Coordinate getCoordinate()
```

Getter method for the coordinate position

Returns:

```
Position, The position coordinate of the square
```

getPiece

```
public Piece getPiece()
```

Getter method for the game piece on the square

Returns:

```
Piece, the piece located on the square position
```

setPiece

```
public void setPiece(Piece piece)
```

Setter method for the game piece

Parameters:

```
piece, - user specified game piece object
```

addPiece

```
public void addPiece(Piece newPiece)
```

Adds a new piece to the specific square object when necessary, and if the square is not empty/occupied it will replace the existing game piece.

Parameters:

```
newPiece, - user specified game piece object that is to be added
```

deletePiece

```
public void deletePiece()
```

Removes a piece from the square position.

isOccupied

```
public boolean isOccupied()
```

Method checks if the square is empty or being occupied by an existing game piece

Returns:

```
True, only if the square is occupied. False, if there is no game piece located
```

toString

```
public java.lang.String toString()
```

Method used to print the information of the square object in STRING format

Overrides:

```
toString in class java.lang.Object
```

Returns:

```
String, a String which contains the coordinates of the specific square along with the
piece that occupies that current square location
```

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