OVERVIEW   PACKAGE   CLASS   USE   TREE   DEPRECATED   INDEX   HELP

PREV CLASS   **NEXT CLASS**   FRAMES   NO FRAMES   ALL CLASSES
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

Model

Class Coordinate

java.lang.Object
     Model.Coordinate

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

The Coordinate class is used to identify the rows and columns of the game.

Version:

1.0

Author:

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Field Summary

Fields

Modifier and Type	Field and Description
private int	**column** The Column value of the coordinate
private int	**row** The Row value of the coordinate

Constructor Summary

Constructors

Constructor and Description

Coordinate(int column, int row)
Constructor that takes in the int values of the rows and columns of the coordinates The constructor checks if the values of column and row are within bounds, if the values are not within bounds, exception displayed when the row and column values not within the specific constraints

Coordinate(java.lang.String coordinate)
Constructor that takes in the row and column values in a STRING FORMAT of the coordinate.

Method Summary

Modifier and Type	Method and Description
boolean	`equals`(java.lang.Object input) The methods is used to check for the equality of two coordinates by comparing the fields
int	`getColumnNumber`() Getter method to retrieve the row number of the coordinate
int	`getRowNumber`() Getter method to retrieve the column number of the coordinate
static void	`main`(java.lang.String[] args)
java.lang.String	`name`() The method is used to access the Coordinate
java.lang.String	`toString`() Method used to displayed the coordinate row and column information in STRING format

Methods inherited from class java.lang.Object

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

Field Detail

column

private int column

The Column value of the coordinate

row

private int row

The Row value of the coordinate

Constructor Detail

Coordinate

```
public Coordinate(int column,
                  int row)
        throws java.lang.IndexOutOfBoundsException
```

Constructor that takes in the int values of the rows and columns of the coordinates The constructor checks if the values of column and row are within bounds, if the values are not within bounds, exception displayed when the row and column values not within the specific constraints

Parameters:

```
column, - user specified column number for the coordinate
```

```
row, - user specified row number for the coordinate
```

Throws:

```
java.lang.IndexOutOfBoundsException - when the row and column values not within the
specific board constraints
```

Coordinate

```
public Coordinate(java.lang.String coordinate)
        throws java.lang.IllegalArgumentException
```

Constructor that takes in the row and column values in a STRING FORMAT of the coordinate. The constructors checks if the values of column and row in String are within bounds. It also checks if it is a valid entry for the rows and column. Exception displayed when invalid entry i.e. not the right String format or correct input format Exception displayed when the row and column values not within the specific constraints

Parameters:

```
coordinate, - The String form of the row and column
```

Throws:

```
java.lang.IllegalArgumentException - when the row and column values not in correct
String format
```

```
java.lang.IndexOutOfBoundsException - when the row and column values not within the
specific constraints
```

Method Detail

getColumnNumber

```
public int getColumnNumber()
```

Getter method to retrieve the row number of the coordinate

Returns:

```
Row, The row number of the coordinate
```

getRowNumber

`public int getRowNumber()`

Getter method to retrieve the column number of the coordinate

Returns:

`Column, The column number of the coordinate`

toString

`public java.lang.String toString()`

Method used to displayed the coordinate row and column information in STRING format

Overrides:

`toString in class java.lang.Object`

Returns:

`String, a String which contains the row and column information of the coordinates.`

equals

`public boolean equals(java.lang.Object input)`

The methods is used to check for the equality of two coordinates by comparing the fields

Overrides:

`equals in class java.lang.Object`

Returns:

`True, if the two coordinate objects are same`

name

`public java.lang.String name()`

The method is used to access the Coordinate

Returns:

`Coordinate Location, The Coordinate and Row Position of the in String format`

main

`public static void main(java.lang.String[] args)`