**Skeleton Mind**

**import** java**.**util**.\*;**

**import** java**.**awt**.**Point**;**

**import** org**.**w2mind**.**net**.\*;**

public class PacManDBZmind **implements** Mind

**{**

//====== Mind must respond to these methods: ==========================================================

// newrun(), endrun()

// getaction()

//======================================================================================================

public void newrun**()** **throws** RunError

**{**

**}**

public void endrun**()** **throws** RunError

**{**

**}**

public Action getaction **(** State state **)**

**{**

//split the string up so we can access the elements

String s **=** state**.**toString**();**

String**[]** x **=** s**.**split**(**","**);**

//create variables to hold information from the state

Point friezaPos **=** **new** Point**();**

Point gokuPos **=** **new** Point**();**

Point dbPos **=** **new** Point**();**

Point ginyuPos **=** **new** Point**();**

Point cellPos **=** **new** Point**();**

int dbCollected**,**friezaHealth**,**ginyuHealth**,**cellHealth**;**

//these integers will hold the return values we desire

int i**,**j**,**k**,**m**;**

//read values from the state into associated variables

// use these variables to decide which way you would like

// the characters to move

friezaPos**.**x **=** Integer**.**parseInt**(**x**[**0**]);**

friezaPos**.**y **=** Integer**.**parseInt**(**x**[**1**]);**

gokuPos**.**x **=** Integer**.**parseInt**(**x**[**2**]);**

gokuPos**.**y **=** Integer**.**parseInt**(**x**[**3**]);**

dbPos**.**x **=** Integer**.**parseInt**(**x**[**4**]);**

dbPos**.**y **=** Integer**.**parseInt**(**x**[**5**]);**

ginyuPos**.**x **=** Integer**.**parseInt**(**x**[**6**]);**

ginyuPos**.**y **=** Integer**.**parseInt**(**x**[**7**]);**

dbCollected **=** Integer**.**parseInt**(**x**[**8**]);**

friezaHealth **=** Integer**.**parseInt**(**x**[**9**]);**

ginyuHealth **=** Integer**.**parseInt**(**x**[**10**]);**

cellPos**.**x **=** Integer**.**parseInt**(**x**[**11**]);**

cellPos**.**y **=** Integer**.**parseInt**(**x**[**12**]);**

cellHealth **=** Integer**.**parseInt**(**x**[**13**]);**

//add the return values

// i represents frieza's move

// j represents goku's move

// k represents ginyu's move

// m represents cell's move

//a return value can be any of these:

//ACTION\_RIGHT

//ACTION\_UP

//ACTION\_DOWN

//STAY\_STILL

//NO\_ACTIONS

//ACTION\_RAND

//Note: if the move you try and make isn't valid the world will choose a random move.

String a **=** String**.**format **(**"%d,%d,%d,%d"**,** i**,**j**,**k**,**m**);**

**return** **new** Action **(**a**);**

**}**

**}**