Librarian

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| Librarian | |
| Responsibilities: to manage robots that are stored within the program by adding, removing, updating, and loading them, as well as creating a JSON for each robot. | Collaborators: RobotAI is used access different pieces of data about robots. CreateGameView uses Librarian to access robots so that it can make a game. LibMaster uses Librarian to access robots so that it can upload and download them. |

Description / Overview

The Librarian has an array of all of the robots in the system and has proceedures to add, remove, update, and load in the robots to the array. It can also create a JSON file for the robots to have their information saved too.

Instance Variables

*robots*

Data Type: *RobotAI[]*

An array of robots to be accessed.

Method Overview

*public Librarian()*

*public void addLocal(RobotAI robot)*

*public void removelLocal(RobotAI robot)*

*public void updateLocalRobots()*

*private RobotAI[] loadLocal()*

*private JSONArray toJSON()*

Method Writeups

*public Libarian()*

This Method constructs a New Librarian

*public void addLocal(RobotAI robot)*

This method adds a robot to the array of robots

*public void removelLocal(RobotAI robot)*

This method removes a robot from the list of robots

*public void updateLocalRobots()*

This method updates a robot in the list of robots

*private RobotAI[] loadLocal()*

This method loads a robod from the list of robots

*public JSONArray toJSONArray()*

this method turns all of the robots information into a JSON formatted file