



ENTITY_MOVABLE

attached, support_life, visited: BOOLEAN
turns_left: INTEGER
location: TUPLE [INTEGER, INTEGER]
queries

get_attached : BOOLEAN
get_support_life: BOOLEAN
get_visited: BOOLEAN
get_turn_left: INTEGER
get_location: TUPLE [INTEGER, INTEGER]
commands

set_attached: BOOLEAN
! support_life = true
decrement_turns:
! turns_left = old turns_left - 1
support_life_generate

ENTITY_EXPLORER

landed: BOOLEAN
fuel, life, land_id: INTEGER
location: TUPLE [INTEGER, INTEGER]
queries

location_out: STRING
get_landed: BOOLEAN
get_fuel: INTEGER
get_life: INTEGER
commands

lower_fuel
add_fuel (amount: INTEGER)
set_landed (BOOLEAN)
! (not landed = old landed)

STRING_UPDATE

s, mode, valid: STRING
state1, state2: INTEGER
ingame: BOOLEAN
queries

get_mode: STRING
get_first: INTEGER
get_second: INTEGER
update (game_running: BOOLEAN): STRING
commands

first_increment
second_increment
reset_second
! state2 = 0

SHARED_INFORMATION_ACCESS

shared_info: SHARED_INFORMATION

SECTOR

contents: ARRAYED_LIST [ENTITY_ALPHABET]
row, col: INTEGER
queries

print_sector: STRING
is_full: BOOLEAN
has_entity (e: CHARACTER): BOOLEAN
has_star: BOOLEAN
commands

make_dummy
populate
remove (component: ENTITY_ALPHABET)
remove_by_id (id: INTEGER)
place (component: ENTITY_ALPHABET)
! contents.count = old contents.count + 1

SHARED_INFORMATION

num_rows, num_cols: INTEGER = 5
num_rows, num_cols: INTEGER = 5
num_stationary_items: INTEGER = 10
max_capacity: INTEGER = 4
planet_id, stationary_id, num_entities: INTEGER
queries

number_of_entities: INTEGER
commands

set_planet_threshold (threshold: INTEGER)
planet_increment
! planet_id = old planet_id + 1
stationary_increment
! stationary_id = old stationary_id + 1
reset