

Cell

laser

Last Modified Classes

Most Viewed Classes

Work

ConfigurationOfLaserGam

LaserGame-Model

LaserGame-Tests

Cell

BlankCell

MirrorCell

TargetCell

Grid

-- all --

accessing

beam

initialize

testing

activeSegments

activeSegments:

exitFor:

exitSides

exitSides:

initialize

initializeActiveSegments

isOff

isOn

isSegmentOnFor:

laserEntersFrom:

setSegmentOffFor:

setSegmentOnFor:

Groups

Hierarchy

☐ Class side

Comments

TargetCellTest >>#testCellExit

Object subclass: #Cell

instanceVariableNames: 'activeSegments exitSides'

classVariableNames: ''

category: 'LaserGame-Model'

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