com.george.als.entities.obstacles

Class Obstacle

```
java.lang.Object
  └─com.george.als.entities.obstacles.Obstacle
```

Direct Known Subclasses:

Bush, Rock, Tree

```
public abstract class Obstacle
extends java.lang.Object
```

This class is the base class for an obstacle It holds all the information about obstacles on the map The x and y position of the obstacle The type of obstacle

Author:

Georges Beast

Constructor Summary

Obstacle(int x, int y, java.lang.String type)   The default constructor for an obstacle

Method Summary

java.lang.String	**getType**()
int	**getX**()
int	**getY**()

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Obstacle

```
public Obstacle(int x,
                int y,
                java.lang.String type)
```

The default constructor for an obstacle

Parameters:
`x` - the x coordinate
`y` - the y coordinate
`type` - the type of obstacle

Method Detail

getX

```
public int getX()
```

Returns:
the x coordinate of the obstacle

---

getY

```
public int getY()
```

Returns:
the y coordinate of the obstacle

---

getType

```
public java.lang.String getType()
```

Returns:
the type of obstacle

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