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com.george.als.entities.nest

# Class Nest

java.lang.Object  
└─ com.george.als.entities.nest.Nest

```
public class Nest
extends java.lang.Object
```

This class holds all the information about the nests on the map The x and y position of the nests What map it is on The bugs that live in the nest

**Author:**  
Georges Beast

Constructor Summary

[Nest](#)(int x, int y, [Map](#) map)  
Default Constructor

Method Summary	
void	<a href="#">addBug</a> ( <a href="#">ALifeForm</a> bug) Adds a bug to the nest
java.util.ArrayList< <a href="#">ALifeForm</a> >	<a href="#">getBugs</a> ()
int	<a href="#">getX</a> ()
int	<a href="#">getY</a> ()
void	<a href="#">initBugs</a> () Initializes the bugs in the nest by setting the x and y values to those of the nests it then sets the bugs nest to this
void	<a href="#">update</a> () updates the nest

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

## Constructor Detail

### Nest

```
public Nest(int x,  
            int y,  
            Map map)
```

Default Constructor

**Parameters:**

x - the x coordinate of the nest  
y - the y coordinate of the nest  
map - the map the nest is on

## Method Detail

### getX

```
public int getX()
```

**Returns:**

the x coordinate of the nest

---

### getY

```
public int getY()
```

**Returns:**

the y coordinate of the nest

---

### getBugs

```
public java.util.ArrayList<ALifeForm> getBugs()
```

**Returns:**

the bugs in the nest

---

### addBug

```
public void addBug(ALifeForm bug)
```

Adds a bug to the nest

**Parameters:**

bug - the bug to be added

---

# initBugs

```
public void initBugs ()
```

Initializes the bugs in the nest by setting the x and y values to those of the nests it then sets the bugs nest to this

---

# update

```
public void update ()
```

updates the nest

---

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