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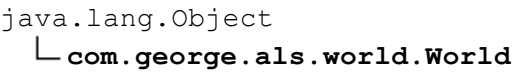
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com.george.als.world

Class World



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

This class holds the map and is in charge of loading old maps and creating new ones

Author:
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Constructor Summary	
World ()	Default Constructor for creating a user defined world
World (int reset)	Constructor used for resetting the world
World (java.lang.String mapFile, java.lang.String bugFile)	Constructor used to load a world from a file

Method Summary	
void	createMap () Creates a new map
Map	getMap ()
void	setMap (Map map) Sets the map to a new map
void	update () Updates the current Map

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

Constructor Detail

World

```
public World()
```

Default Constructor for creating a user defined world

World

```
public World(int reset)
```

Constructor used for resetting the world

Parameters:

reset -

World

```
public World(java.lang.String mapFile,  
             java.lang.String bugFile)
```

Constructor used to load a world from a file

Parameters:

mapFile - the map file

bugFile - the bug file

Method Detail

getMap

```
public Map getMap()
```

Returns:

the current map

setMap

```
public void setMap(Map map)
```

Sets the map to a new map

Parameters:

map -

createMap

```
public void createMap()
```

Creates a new map

See Also:

[UserInput](#), [UserInput](#)

update

public void **update**()

Updates the current Map

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