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com.george.als.data

# Class ReadFile

java.lang.Object  
└─ **com.george.als.data.ReadFile**

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

This class is in charge of reading text files from memory It is used to load the map and bug from a file This is done through the methods loadMap and loadBugs

**Author:**  
Georges Beast

Constructor Summary

[ReadFile](#) ()  
Class Constructor

Method Summary	
int	<a href="#">count</a> (java.lang.String filename) This function returns the number of chars in a file
int	<a href="#">getMapX</a> (java.lang.String mapFileName) This function finds the width of the map that we want to load
int	<a href="#">getMapY</a> (java.lang.String mapFileName) This function finds the height of the map we want to load
java.util.ArrayList< <a href="#">ALifeForm</a> >	<a href="#">loadBugs</a> (java.lang.String bugsFileName, <a href="#">Map</a> map) This function loads the bugs from a text file
char[][]	<a href="#">loadMap</a> (java.lang.String mapFileName) This method loads a map from memory

Methods inherited from class java.lang.Object

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

Constructor Detail

## ReadFile

```
public ReadFile()
```

Class Constructor

## Method Detail

### loadMap

```
public char[][] loadMap(java.lang.String mapFileName)
```

This method loads a map from memory

**Parameters:**

mapFileName - the map to load

**Returns:**

a char array of the map information

---

### getMapX

```
public int getMapX(java.lang.String mapFileName)
```

This function finds the width of the map that we want to load

**Parameters:**

mapFileName - the map file

**Returns:**

the width of the map file

---

### getMapY

```
public int getMapY(java.lang.String mapFileName)
```

This function finds the height of the map we want to load

**Parameters:**

mapFileName - the map file

**Returns:**

the height of the map

---

### loadBugs

```
public java.util.ArrayList<ALifeForm> loadBugs(java.lang.String bugsFileName,  
                                              Map map)
```

This function loads the bugs from a text file

**Parameters:**

bugsFileName - the file to load  
map - the map to add the bugs too

**Returns:**

the array list of bugs

---

**count**

```
public int count(java.lang.String filename)
    throws java.io.IOException
```

This function returns the number of chars in a file

**Parameters:**

filename - the file to check

**Returns:**

the number of chars

**Throws:**

java.io.IOException

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