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com.george.als.utils

## Class UserInput

java.lang.Object

└─ com.george.als.utils.UserInput

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

This class holds all the methods to get data from the user Each function uses a JOptionPane to get user input and return data

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### Constructor Summary

[UserInput](#) ()

### Method Summary

static void	<a href="#">addBug</a> ( <a href="#">Map</a> map) Asks the user for the bug information and adds it to the map
static java.util.ArrayList< <a href="#">ALifeForm</a> >	<a href="#">getBugs</a> (int numBugs, <a href="#">Map</a> map) Asks the user to input the information for each bug
static int	<a href="#">getMapX</a> () Asks the user how wide they want the map
static int	<a href="#">getMapY</a> () Asks the user for the height of the map
static int	<a href="#">getMaxBugs</a> () Asks the user how many bugs they want to add to the map
static void	<a href="#">modifyBug</a> ( <a href="#">Map</a> map) Asks the user for the information about the bug to be modified
static void	<a href="#">removeLifeForm</a> ( <a href="#">Map</a> map) Asks the user for the bug to be removed

## Methods inherited from class java.lang.Object

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

## Constructor Detail

### UserInput

```
public UserInput()
```

## Method Detail

### getMaxBugs

```
public static int getMaxBugs()
```

Asks the user how many bugs they want to add to the map

**Returns:**

the number of bugs

---

### getBugs

```
public static java.util.ArrayList<ALifeForm> getBugs(int numBugs,  
                                                    Map map)
```

Asks the user to input the information for each bug

**Parameters:**

`numBugs` - the number of bugs to be added

`map` - the map they will be added to

**Returns:**

the ArrayList of bugs

---

### addBug

```
public static void addBug(Map map)
```

Asks the user for the bug information and adds it to the map

**Parameters:**

`map` - the map for the bugs to be added to

---

### modifyBug

```
public static void modifyBug(Map map)
```

Asks the user for the information about the bug to be modified

**Parameters:**

map - the map to search for the bug

---

## removeLifeForm

```
public static void removeLifeForm(Map map)
```

Asks the user for the bug to be removed

**Parameters:**

map - the map to search for the bug

---

## getMapX

```
public static int getMapX()
```

Asks the user how wide they want the map

**Returns:**

the map width

---

## getMapY

```
public static int getMapY()
```

Asks the user for the height of the map

**Returns:**

the map height

---

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