19/1/2014 Carnivore

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com.george.als.entities.lifeforms

Class Carnivore

java.lang.Object

└ com.george.als.entities.lifeforms.ALifeForm

com.george.als.entities.lifeforms.Carnivore

public class Carnivore extends <u>ALifeForm</u>

Nested Class Summary

Nested classes/interfaces inherited from class com.george.als.entities.lifeforms.ALifeForm

ALifeForm.Direction

Constructor Summary

<u>Carnivore</u>(java.lang.String name, java.lang.String type, <u>Map</u> map) Default Constructor for a Carnivore

Method Summary

void update()

Updates the bug

Methods inherited from class com.george.als.entities.lifeforms.ALifeForm

checkBugHasNest, checkFood, detectObstacle, getCurrentDirection, getEnergy, getFood, getFoodAt, getFoodToMoveTo, getHome, getInNest, getMap, getMaxSmellingDistance, getMovingToFood, getMovingToNest, getName, getRandomDirectionToMove, getType, getX, getY, move, moveToFood, moveToNest, overFood, setCurrentDirection, setEnergy, setFoodToMoveTo, setHome, setInNest, setMovingToFood, setMovingToNest, setName, setX, setY, smellFood, toString

Methods inherited from class java.lang.Object

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

Constructor Detail

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Carnivore

Default Constructor for a Carnivore

Parameters:

name - the name of the bug type - the type of bug map - the map it belongs to

Method Detail

update

```
public void update()
```

Updates the bug

Overrides:

update in class ALifeForm

See Also:

<u>ALifeForm</u>

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