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com.george.als.world

Class Map

java.lang.Object
└─ com.george.als.world.Map

public class **Map**
extends java.lang.Object

This calls holds all of the information about the current map It contains all the bugs, food, obctacles and nests on the map and is used to update each one. It also contains the methods for creating random maps for new configurations

Author:
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Constructor Summary	
Map ()	Default Class Constructor Used when reseting the map Or when loading a map from a file
Map (int x, int y)	Class Constructor for a new USer defined configuration

Method Summary	
java.util.ArrayList< ALifeForm >	getBugs ()
java.util.ArrayList< Food >	getFood ()
char[] []	getMap ()
int	getMapHeight ()
int	getMapWidth ()
java.util.ArrayList< Nest >	getNests ()
java.util.ArrayList< Obstacle >	getObstacles ()

void	<code>populateFood()</code> Adds the food from the char array to the Food Array List
void	<code>populateNests()</code> Adds the nests from the char array to the Nests ArrayList
void	<code>populateObstacles()</code> Adds the obstacles from the char array to the Obstacles ArrayList
void	<code>setBugs</code> (java.util.ArrayList< <code>ALifeForm</code> > bugs) Sets the bugs on the map
void	<code>setFood</code> (java.util.ArrayList< <code>Food</code> > food) Sets the food on the map
void	<code>setMap</code> (char[][] gameMap) Sets the char array of the map
void	<code>setMapHeight</code> (int mapHeight) Sets the height of the map
void	<code>setMapWidth</code> (int mapWidth) Sets the width of the map
void	<code>setNests</code> (java.util.ArrayList< <code>Nest</code> > nests) Sets the nest on the map
void	<code>setObstacles</code> (java.util.ArrayList< <code>Obstacle</code> > obstacles) Sets the obstacles on the map
void	<code>update</code> () Updates the bugs, food and nests on the map

Methods inherited from class java.lang.Object

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

Constructor Detail

Map

```
public Map()
```

Default Class Constructor Used when reseting the map Or when loading a map from a file

Map

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

Class Constructor for a new USer defined configuration

Parameters:

x - the map width

y - the map height

Method Detail

getMapWidth

```
public int getMapWidth()
```

Returns:

the width of the map

getMapHeight

```
public int getMapHeight()
```

Returns:

the height of the map

getBugs

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

Returns:

the bugs on the map

getFood

```
public java.util.ArrayList<Food> getFood()
```

Returns:

the food on the map

getObstacles

```
public java.util.ArrayList<Obstacle> getObstacles()
```

Returns:

the obstacles on the map

getNests

```
public java.util.ArrayList<Nest> getNests()
```

Returns:

the nests on the map

getMap

```
public char[][] getMap()
```

Returns:

the map as a char array

setMap

```
public void setMap(char[][] gameMap)
```

Sets the char array of the map

Parameters:

gameMap - the new char array

setMapWidth

```
public void setMapWidth(int mapWidth)
```

Sets the width of the map

Parameters:

mapWidth -

setMapHeight

```
public void setMapHeight(int mapHeight)
```

Sets the height of the map

Parameters:

mapHeight -

setBugs

```
public void setBugs(java.util.ArrayList<ALifeForm> bugs)
```

Sets the bugs on the map

Parameters:

bugs -

setFood

```
public void setFood(java.util.ArrayList<Food> food)
```

Sets the food on the map

Parameters:

food -

setObstacles

```
public void setObstacles(java.util.ArrayList<Obstacle> obstacles)
```

Sets the obstacles on the map

Parameters:

obstacles -

setNests

```
public void setNests(java.util.ArrayList<Nest> nests)
```

Sets the nest on the map

Parameters:

nests -

populateFood

```
public void populateFood()
```

Adds the food from the char array to the Food Array List

populateObstacles

```
public void populateObstacles()
```

Adds the obstacles from the char array to the Obstacles ArrayList

populateNests

```
public void populateNests()
```

Adds the nests from the char array to the Nests ArrayList

update

```
public void update()
```

Updates the bugs, food and nests on the map

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