

Class FileManager

java.lang.Object
FileManager

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

Constructor Summary

Constructors

Constructor and Description

FileManager()

Method Summary

All MethodsStatic MethodsConcrete Methods

Modifier and Type	Method and Description
static java.lang.String	load (java.util.ArrayList<Piece> chessman1, java.util.ArrayList<Piece> chessman2, java.lang.String file) Método recorda o jogo em [Slot.
static boolean	save (java.util.ArrayList<Piece> chessman1, java.util.ArrayList<Piece> chessman2, java.lang.String fs, boolean turn, java.lang.String file) Método salva o jogo em [Slot.

Methods inherited from class java.lang.Object

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

Constructor Detail

FileManager

```
public FileManager()
```

Method Detail

load

```
public static java.lang.String load(java.util.ArrayList<Piece> chessman1,  
                                   java.util.ArrayList<Piece> chessman2,  
                                   java.lang.String file)  
    throws java.io.FileNotFoundException
```

Método recorda o jogo em [Slot.(slot)].txt Parâmetros: ArraList chessman1 (Recorda todo o ArrayList com as peças do time 1) ArraList chessman2 (Recorda todo o ArrayList com as peças do time 2) String file (Procura o Slot a recordar) retorna String charAt(0) == 'M' || 'S' (Modo de jogo) retorna String charAt(1) == 'T' || 'F' (Turno respectivo 'T' = Player 1 && 'F' = player 2)

Throws:

java.io.FileNotFoundException

save

```
public static boolean save(java.util.ArrayList<Piece> chessman1,  
                           java.util.ArrayList<Piece> chessman2,  
                           java.lang.String fs,  
                           boolean turn,  
                           java.lang.String file)  
    throws java.io.FileNotFoundException
```

Método salva o jogo em [Slot.(slot)].txt Parâmetros: ArraList chessman1 (Salva todo o ArrayList com as peças do time 1) ArraList chessman2 (Salva todo o ArrayList com as peças do time 2) String fs (Salva o modo de jogo) boolean turn (Salva o turno) String file (Procura o Slot a salvar) retorna true se for o jogo foi salvo em [Slot.(slot)].txt

Throws:

java.io.FileNotFoundException