

Package [main](#)

# Class LeafNode

java.lang.Object  
  [main.BaseNode](#)  
    main.LeafNode

```
public class LeafNode
extends BaseNode
```

The LeafNode class models a LeafNode in our QuadTree, which stores the location info

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## Constructor Summary

Constructors	
Constructor	Description
<b>LeafNode</b> (java.lang.String name, java.lang.String type, <b>Coordinate</b> coord, <b>Range</b> range)	copy constructor of this class, which initializes name, type and coord with given values

## Method Summary

All Methods		
Instance Methods		Concrete Methods
Modifier and Type	Method	Description
<b>Coordinate</b>	<b>getCoord()</b>	
java.lang.String	<b>getName()</b>	
java.lang.String	<b>getType()</b>	
boolean	<b>isEmpty()</b>	isEmpty() checks if this LeafNode is empty
void	<b>search</b> (java.lang.String type, <b>Range</b> range, java.util.List< <b>Location</b> > locs)	search() searches Locations of a given type with in a given Range and modifies a parameter locs to include all search results.

**InternalNode**      **split()**

split() splits a LeafNode into 4 and returns the InternalNode that is the root of these 4 LeafNodes; it also transit the current contents stored in this leaf node to its children

### Methods inherited from class main.BaseNode

`getRange, mathSplit, setRange`

### Methods inherited from class java.lang.Object

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

## Constructor Detail

### LeafNode

```
public LeafNode(java.lang.String name,
                java.lang.String type,
                Coordinate coord,
                Range range)
```

copy constructor of this class, which initializes name, type and coord with given values

**Parameters:**

name - name of the location

type - type of location

coord - coordinate of the location

range -

## Method Detail

### getName

```
public java.lang.String getName()
```

**Returns:**



```
public void setName(java.lang.String name)
```

**Parameters:**

set - new name of the location

**getType**

```
public java.lang.String getType()
```

**Returns:**

type of location

**setType**

```
public void setType(java.lang.String type)
```

**Parameters:**

type - new type of the location

**getCoord**

```
public Coordinate getCoord()
```

**Returns:**

get Coordinate of the location

**setCoord**

```
public void setCoord(Coordinate coord)
```

**Parameters:**

set - new [Coordinate](#) of the location

**search**

```
public void search(java.lang.String type,  
                  Range range,
```

**Specified by:**

`search` in class `BaseNode`

**Parameters:**

`type` - the type of Location we want to search

`range` - the search Range

`locs` - a list of Locations containing the search results (modify in-place)

**split**

```
public InternalNode split()
```

`split()` splits a `LeafNode` into 4 and returns the `InternalNode` that is the root of these 4 `LeafNodes`; it also transit the current contents stored in this leaf node to its children

**Returns:**

the `InternalNode` that is the root of the 4 `LeafNodes` after splitting

**isEmpty**

```
public boolean isEmpty()
```

`isEmpty()` checks if this `LeafNode` is empty

**Specified by:**

`isEmpty` in class `BaseNode`

**Returns:**

true if this `LeafNode` contains no location in it