/\*\*

\* This class represents a specific location in a 2D map. Coordinates are

\* integer values.

\*\*/

public class Location

{

/\*\* X coordinate of this location. \*\*/

public int xCoord;

/\*\* Y coordinate of this location. \*\*/

public int yCoord;

/\*\* Creates a new location with the specified integer coordinates. \*\*/

public Location(int x, int y)

{

xCoord = x;

yCoord = y;

}

/\*\* Creates a new location with coordinates (0, 0). \*\*/

public Location()

{

this(0, 0);

}

@Override

public boolean equals(Object obj) {

if (obj instanceof Location) {

Location location = (Location) obj;

return xCoord == location.xCoord && yCoord == location.yCoord;

}

return false;

}

@Override

public int hashCode() {

int hash = 31;

hash \*= xCoord + (yCoord \* (xCoord - yCoord));

hash \*= yCoord + (xCoord \* (yCoord - xCoord));

return hash;

}

}