Class GUI

java.lang.Object
    boundaryToMatador.GUI

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

Provides easy access to the GUI features.

Method Summary

Methods

Modifier and Type	Method and Description
static void	**addPlayer**(java.lang.String name, int balance, int carColor) Adds a player to the board. A new player with the same color will replace the old. Max. 6 players.
static void	**setBalance**(int carColor, int newBalance) Sets the balance of a player if the player has been added.
static void	**setCar**(int fieldNumber, int carColor) Places a car on the field. All cars can be placed on the same field. A car can only be placed if the corresponding player has been added. If a car is placed on the same field multiple times, nothing more happens. A car can not be placed on multiple fields simultaneously.
static void	**setDice**(int faceValue1, int faceValue2) Shows two dice on the board.

Methods inherited from class java.lang.Object

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

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Method Detail

addPlayer

```
public static void addPlayer(java.lang.String name,
            int balance,
            int carColor)
```

Adds a player to the board.
A new player with the same color will replace the old.
Max. 6 players.

Parameters:

    `name` - : String (Mind the length!)

    `balance` - : int

    `carColor` - : int [0:5]

setBalance

```
public static void setBalance(int carColor,
              int newBalance)
```

Sets the balance of a player if the player has been added.

Parameters:

    `carColor` - : int [0:5]

    `newBalance` - : int

setDice

```
public static void setDice(int faceValue1,
            int faceValue2)
```

Shows two dice on the board. The dice will have the specified values, but the placement is random.

Parameters:

    `faceValue1` - : int [1:6]

    `faceValue2` - : int [1:6]
(If a faceValue is out of bounds nothing will happen!)

setCar

```
public static void setCar(int fieldNumber,
          int carColor)
```

Places a car on the field.
All cars can be placed on the same field.
A car can only be placed if the corresponding player has been added.
If a car is placed on the same field multiple times, nothing more happens.
A car can not be placed on multiple fields simultaneously.

Parameters:

    `fieldNumber` - : int [1:40]

    `carColor` - : int [0:5]