# DD1339 Introduktion till datalogi 2013/2014

# Uppgift nummer: 10

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# Grupp nummer: 5

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# Betyg: ..... Datum: .............. Rättad av: .......................................

# Exercise 6.41

Jag lade till en variabel actionCounter som håller koll på hur många kommandon man har utfört och maxActions som sätts i början som står för max antal kommandon man får utföra innan man hittat princessan.

# Exercise 6.42

pub.setExit("west", corner); //trap door, only one way. Cannot go back same way

pub.setExit("north", office);

pub.setExit("south", portal);

corner.setExit("east",pub); // Only exit from corner is west but there are two entrance. One trap //door from north.

corner.addCharacter(princess);

# Exercise 6.45

if(currentRoom.isTransporterRoom()){

nextRoom = getRandomRoom();

response+="You are being transported through the portal!\n";

}else{

nextRoom = currentRoom.getExit(direction);

}

# Exercise 6.47

Jag jobbade med arvhantering och skapade Charcter, Hero, Orch och CampainChar. Campainchar kan också säga en mening som man tilldelar den.

/\*\*

\* Constructor for objects of class CampainChar

\* @param level Enter the level of the character

\* @param maxBagWeight Enter the amount of weight the character should be able to carry.

\* @param speakString Enter a string that the character should speak first meeting with player.

\*/

public CampainChar(int level, int maxBagWeight, String speakString)

{

super(level, maxBagWeight);

this.speakString = speakString;

}

/\*\*

\* @return Returns a String of text that the character can say.

\*/

public String speak(){

return speakString;

}