Michael Weaver

CST - 201

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Isac Artzi

Overview of Maze Project

The idea for the maze project this week is to determine the best data structure with which to store the maze data. After which code the project so that it can read data from a CSV file and generate the visual skeleton of the maze.

I am going to create a square class which I then populate into a grid-pane to represent the maze. I will use a secondary class to read in the locations of the start, finish, and all walls in the maze and then populate the rest of the maze with blank squares.

My finished code will be provided through a GitHub workspace that I create for this class and link in a future submission.

import javafx.application.Application;

import javafx.scene.layout.GridPane;

import javafx.stage.Stage;

public class MazeGUI extends Application{

private PopulateMaze maze = new PopulateMaze();

public static void main(String[] args) {

launch(args);

}

@Override

public void start(Stage arg0) throws Exception {

// TODO Auto-generated method stub

maze.readFile("fileName");

}

public GridPane createGridPane () {

GridPane gridPane = new GridPane();

maze.getXLength();

maze.getYLength();

return gridPane;

}

}

import java.io.File;

public class PopulateMaze {

private MazeSquare mazeSquares [][];

public PopulateMaze (){}

public void readFile (String fileName) {

int x = 0;

int y = 0;

mazeSquares[x][y] = createMazeSquare(); }

private MazeSquare createMazeSquare () {

MazeSquare square = new MazeSquare();

return square;}

public int getXLength (){

return mazeSquares.length;}

public int getYLength (){

return mazeSquares[0].length;}

}

public class MazeSquare {

private Boolean isMovable;

private Boolean isStart;

private Boolean isEnd;

private String display;

private String squareType;

public MazeSquare () { }

public void setIsMovable (Boolean value){

isMovable = value;}

public Boolean getIsMovable (){

return isMovable;}

public void setIsStart (Boolean value){

isStart = value;}

public Boolean getIsStart (){

return isStart;}

public void setIsEnd (Boolean value){

isEnd = value;}

public Boolean getIsEnd (){

return isEnd;}

public void setDisplay (String type){ }

public String getDisplay (){

return display; }

public void setSquareType (String value){

squareType = value;}

public String getSquareType (){

return squareType;}

}