

org.game

# Interface IHouse

All Known Implementing Classes:

House

```
public interface IHouse
```

The interface of the House class.

## Method Summary

All Methods

Instance Methods

Abstract Methods

Modifier and Type	Method and Description
boolean	<a href="#">getOwnershipState()</a>
int	<a href="#">getPrice()</a>
int	<a href="#">getTier()</a>

## Method Detail

getOwnershipState

```
boolean getOwnershipState()
```

**Returns:**  
Whether or not the house is currently for sale.

getPrice

```
int getPrice()
```

**Returns:**  
Current price of the house

## getTier

```
int getTier()
```

### Returns:

Int determining what type of house this is. 0: low cost 1: med cost 2: high cost

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