PACKAGE   CLASS   USE   TREE   DEPRECATED   INDEX   HELP

PREV CLASS   NEXT CLASS   FRAMES   NO FRAMES   ALL CLASSES
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

org.game

Class Model

java.lang.Object
    org.game.Model

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

House Model.

Constructor Summary

Constructors

Constructor and Description
Model()

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method and Description
void	**buyHouse**(**House** h)
House[]	**getHouseList**()
int	**getWallet**()
void	**houseGenerator**(int initialPrice, int tier)
void	**sellHouse**(**House** h)

Methods inherited from class java.lang.Object

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

Constructor Detail

Model

```
public Model()
       throws java.lang.InterruptedException
```

Throws:

java.lang.InterruptedException - : Exception to throw when interrupted

Method Detail

houseGenerator

```
public final void houseGenerator(int initialPrice,
                                 int tier)
```

Parameters:

initialPrice - : The initial price

tier - : the tier of the house

buyHouse

```
public final void buyHouse(House h)
```

Parameters:

h - : the house

sellHouse

```
public final void sellHouse(House h)
```

Parameters:

h - : the house

getWallet

```
public final int getWallet()
```

Returns:

wallet value

getHouseList

```
public final House[] getHouseList()
```

Returns:

houseList