

org.game

Class House

java.lang.Object
org.game.House

All Implemented Interfaces:

IHouse

```
public class House
extends java.lang.Object
implements IHouse
```

The House class that implements the House Interface.

Constructor Summary

Constructors

Constructor and Description

House(int hPrice, int hTier)

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type	Method and Description
int	getLifeCycles()
int	getLifetime()
boolean	getOwnershipState()
int	getPrice()
int	getTier()
boolean	internalEconomy()
void	setOwnershipState(boolean state)

```
void                setPrice(int hPrice)
```

```
void                setTier(int hTier)
```

Methods inherited from class java.lang.Object

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

Constructor Detail

House

```
public House(int hPrice,  
             int hTier)
```

Parameters:

`hPrice` - : price of the house

`hTier` - : tier of the house

Method Detail

internalEconomy

```
public final boolean internalEconomy()
```

Returns:

false

getPrice

```
public final int getPrice()
```

Specified by:

`getPrice` in interface `IHouse`

Returns:

`price` : The price of the house.

getTier

```
public final int getTier()
```

Specified by:

`getTier` in interface `IHouse`

Returns:

`tier` : The tier of the house.

getOwnershipState

```
public final boolean getOwnershipState()
```

Specified by:

`getOwnershipState` in interface `IHouse`

Returns:

`owned` : The ownership status of the house.

setPrice

```
public final void setPrice(int hPrice)
```

Parameters:

`hPrice` - : The price for which to set the house.

setTier

```
public final void setTier(int hTier)
```

Parameters:

`hTier` - : The tier for which to set the house.

setOwnershipState

```
public final void setOwnershipState(boolean state)
```

Parameters:

`state` - : The state for which to set the house.

getLifetime

```
public final int getLifetime()
```

Returns:

lifetime

getLifeCycles

```
public final int getLifeCycles()
```

Returns:

lifecycles

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