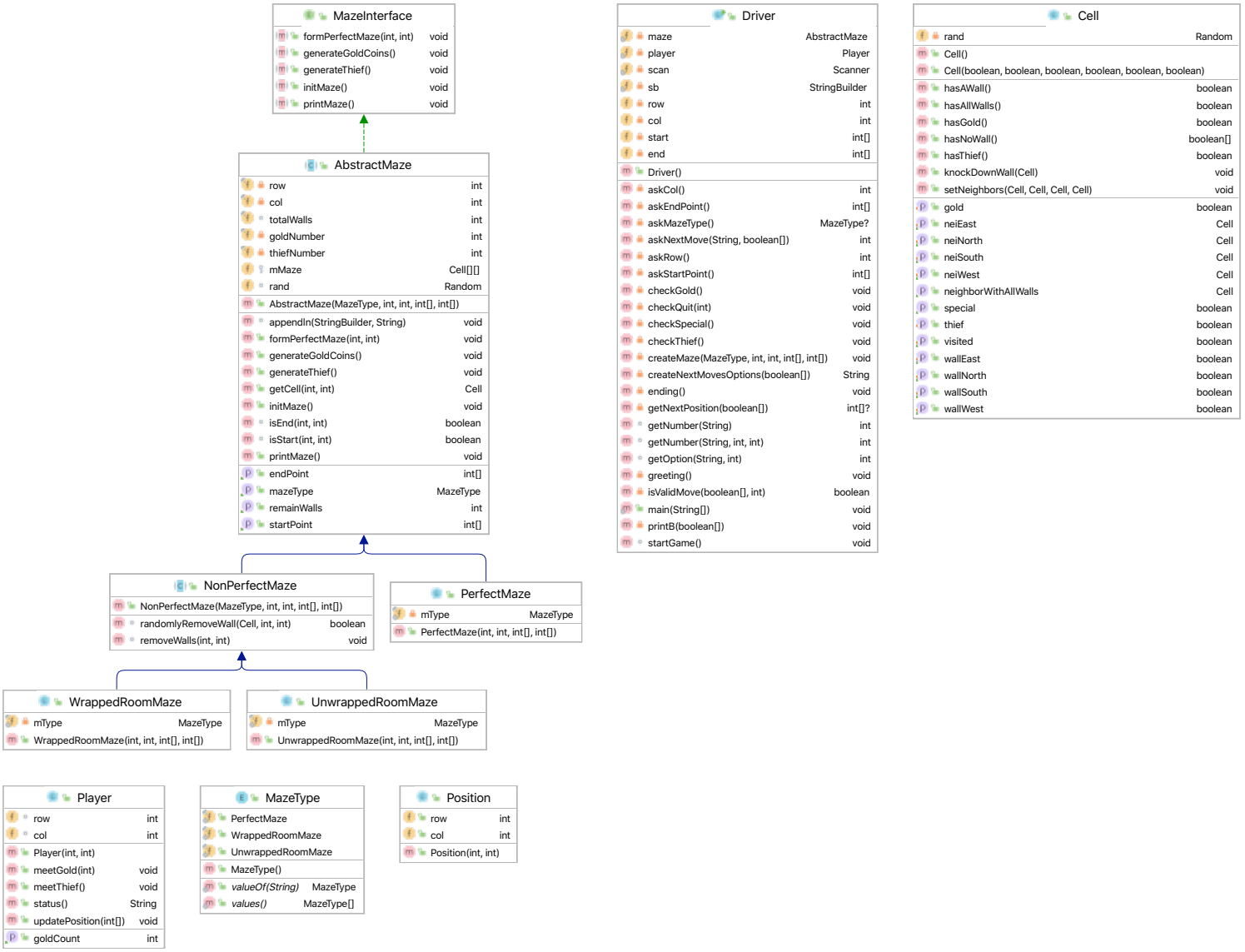
MazeInterface
formPerfectMaze(int, int) void
generateGoldCoins() void
generateThief() void
initMaze() void
printMaze() void
AbstractMaze
row int
col int
totalWalls int
goldNumber int
thiefNumber int
mMaze Cell[][]
rand Random
AbstractMaze(MazeType, int, int, int[], int[])
appendIn(StringBuilder, String) void
formPerfectMaze(int, int) void
generateGoldCoins() void
generateThief() void
getCell(int, int) Cell
initMaze() void
isEnd(int, int) boolean
isStart(int, int) boolean
printMaze() void
endPoint int[]
mazeType MazeType
remainWalls int
startPoint int[]
NonPerfectMaze
NonPerfectMaze(MazeType, int, int, int[], int[])
randomlyRemoveWall(Cell, int, int) boolean
removeWalls(int, int) void
PerfectMaze
mType MazeType
PerfectMaze(int, int, int[], int[])
WrappedRoomMaze
mType MazeType
WrappedRoomMaze(int, int, int[], int[])
UnwrappedRoomMaze
mType MazeType
UnwrappedRoomMaze(int, int, int[], int[])
Player
row int
col int
Player(int, int)
meetGold(int) void
meetThief() void
status() String
updatePosition(int[]) void
goldCount int
MazeType
PerfectMaze
WrappedRoomMaze
UnwrappedRoomMaze
MazeType()
valueOf(String) MazeType
values() MazeType[]
Position
row int
col int
Position(int, int)
Driver
maze AbstractMaze
player Player
scan Scanner
sb StringBuilder
row int
col int
start int[]
end int[]
Driver()
askCol() int
askEndPoint() int[]
askMazeType() MazeType?
askNextMove(String, boolean[]) int
askRow() int
askStartPoint() int[]
checkGold() void
checkQuit(int) void
checkSpecial() void
checkThief() void
createMaze(MazeType, int, int, int[], int[]) void
createNextMovesOptions(boolean[]) String
ending() void
getNextPosition(boolean[]) int[]?
getNumber(String) int
getNumber(String, int, int) int
getOption(String, int) int
greeting() void
isValidMove(boolean[], int) boolean
main(String[]) void
printB(boolean[]) void
startGame() void
Cell
rand Random
Cell()
Cell(boolean, boolean, boolean, boolean, boolean, boolean)
hasAWall() boolean
hasAllWalls() boolean
hasGold() boolean
hasNoWall() boolean[]
hasThief() boolean
knockDownWall(Cell) void
setNeighbors(Cell, Cell, Cell, Cell) void
gold boolean
neiEast Cell
neiNorth Cell
neiSouth Cell
neiWest Cell
neighborWithAllWalls Cell
special boolean
thief boolean
visited boolean
wallEast boolean
wallNorth boolean
wallSouth boolean
wallWest boolean