

# Classes and Objects - Part 1

In this homework your task is to create a simulation of a person walking around Disney World. As the person walks around the park your code should print out any place attraction that they run into along the way.

## Representing the Data

You should use classes when storing the data. The exact implementaion is up to you however, you need to have classes with the following

```
public class Attraction
```

Include a constructor and toString

```
public class FileParser
```

Include a constructor and parse method to initiate the parsing

```
public class Park
```

Include a constructor and toString to print out the map

```
public class Main
```

You may find it helpful to create more classes and methods but the code above is required.

## Attractions

The data consists of a name and type for example

Type: RIDE, Name: Big Thunder Mountain,

Type: FOOD, Name: Cheshire Cafe

The 3 possible types are RIDE, FOOD, SHOW

## Parsing the Data

Each line of the text file is well-formatted Type, name, x-coordinate, y-coordinate the coordinate grid ranges from 1 to 10 (inclusive) with 1, 1 being the upper left and 10, 10 as the lower right

## Moving around the park

Your simulator will wander around the park for 10000 each set can add or subtract 1 from the current x or y coordinate It is important that you call the random number generator in the same way, at each iteration of the loop call

```
r.nextInt(4);
```

0 = West

1 = East

2 = North

3 = South

## Output

In order for the output to match on submit we need to set the seed of the random number generater The seed is set to 36820622

```
Random r = new Random(36820622);
```