<<interface>> Maze ModifiedKruskal MazeGraph + getNumberOfRows(): int + getNumberOfColumns(): int parent : HashMap<Pair<Integer, Integer>, rows : int Pair<Integer, Integer>> columns: int + getNumberOfRemainingWalls(): int Player + isWrapped : boolean rank: HashMap<Pair<Integer, Integer>, isWrapped : boolean + setStartingPoint(): void Integer> adjList: Map<Pair<Integer, Integer>, currentLocation : Pair<Integer, Integer> + setGoalPoint(): void List<Pair<Integer, Integer>>> goldCoinsCount : double + getStartingPoint() : Pair<Integer, Integer> nodeTYpeList : Map<Pair<Integer, Integer>, + getGoalPoint() : Pair<Integer, Integer> List<Pair<Integer, Integer>>> + createMazeWithKruskal(): void + getPossibleMoves() : EnumSet + getCurrentLocation:() Pair<Integer, Integer> + makeMove(): void + getGoldCount() : double + getNodeTypeList(): Map<Pair<Integer, Integer>, NodeType> + assignGold(): void + assignThief() : void + getPlayer() : Player + getNumberOfNodes(): int + getMazeGraphAdjacencyList(): Map<Pair<Integer, Integer>, List<Pair<Integer, Integer>>> + getNodeTypeList(): Map<Pair<Integer, Integer>, NodeType> AbstractMaze # numberOfRows : int # numberOfColumns: int # isWrapped: boolean # numberOfRemainingWalls: int # mazeGraph: MazeGraph # startingPoint:Pair<Integer, Integer> # goalPoint: Pair<Integer, Integer> # player: Player + getNumberOfRows(): int + getNumberOfColumns(): int + getNumberOfRemainingWalls(): int + isWrapped : boolean + setStartingPoint() : void + setGoalPoint(): void + getStartingPoint() : Pair<Integer, + getGoalPoint(): Pair<Integer, Integer> + getPossibleMoves() : EnumSet + makeMove(): void WrappingRoomMaze RoomMaze PerfectMaze # numberOfRows : int # numberOfRows : int # numberOfColumns: int # numberOfRows : int # numberOfColumns: int # isWrapped: boolean # numberOfColumns: int # isWrapped: boolean # numberOfRemainingWalls: int # isWrapped: boolean # numberOfRemainingWalls: int # mazeGraph: MazeGraph # numberOfRemainingWalls: int # mazeGraph: MazeGraph # startingPoint:Pair<Integer, Integer> # mazeGraph: MazeGraph # startingPoint:Pair<Integer, Integer> # goalPoint: Pair<Integer, Integer> # startingPoint:Pair<Integer, Integer> # goalPoint: Pair<Integer, Integer> # player: Player # goalPoint: Pair<Integer, Integer> # player: Player # player: Player + getNumberOfRows(): int + getNumberOfRows(): int + getNumberOfColumns(): int + getNumberOfRows(): int + getNumberOfColumns(): int + getNumberOfRemainingWalls() : int + getNumberOfColumns() : int + getNumberOfRemainingWalls(): int + isWrapped : boolean + getNumberOfRemainingWalls(): int + isWrapped : boolean + setStartingPoint(): void + isWrapped : boolean + setStartingPoint(): void + setGoalPoint(): void + setStartingPoint(): void + setGoalPoint(): void + getStartingPoint(): Pair<Integer, Integer> + setGoalPoint(): void + getStartingPoint() : Pair<Integer, Integer> + getGoalPoint() : Pair<Integer, Integer> + getStartingPoint() : Pair<Integer, Integer> + getGoalPoint() : Pair<Integer, Integer> + getPossibleMoves() : EnumSet + getGoalPoint() : Pair<Integer, Integer> + getPossibleMoves() : EnumSet + makeMove(): void + getPossibleMoves() : EnumSet + makeMove(): void + makeMove(): void