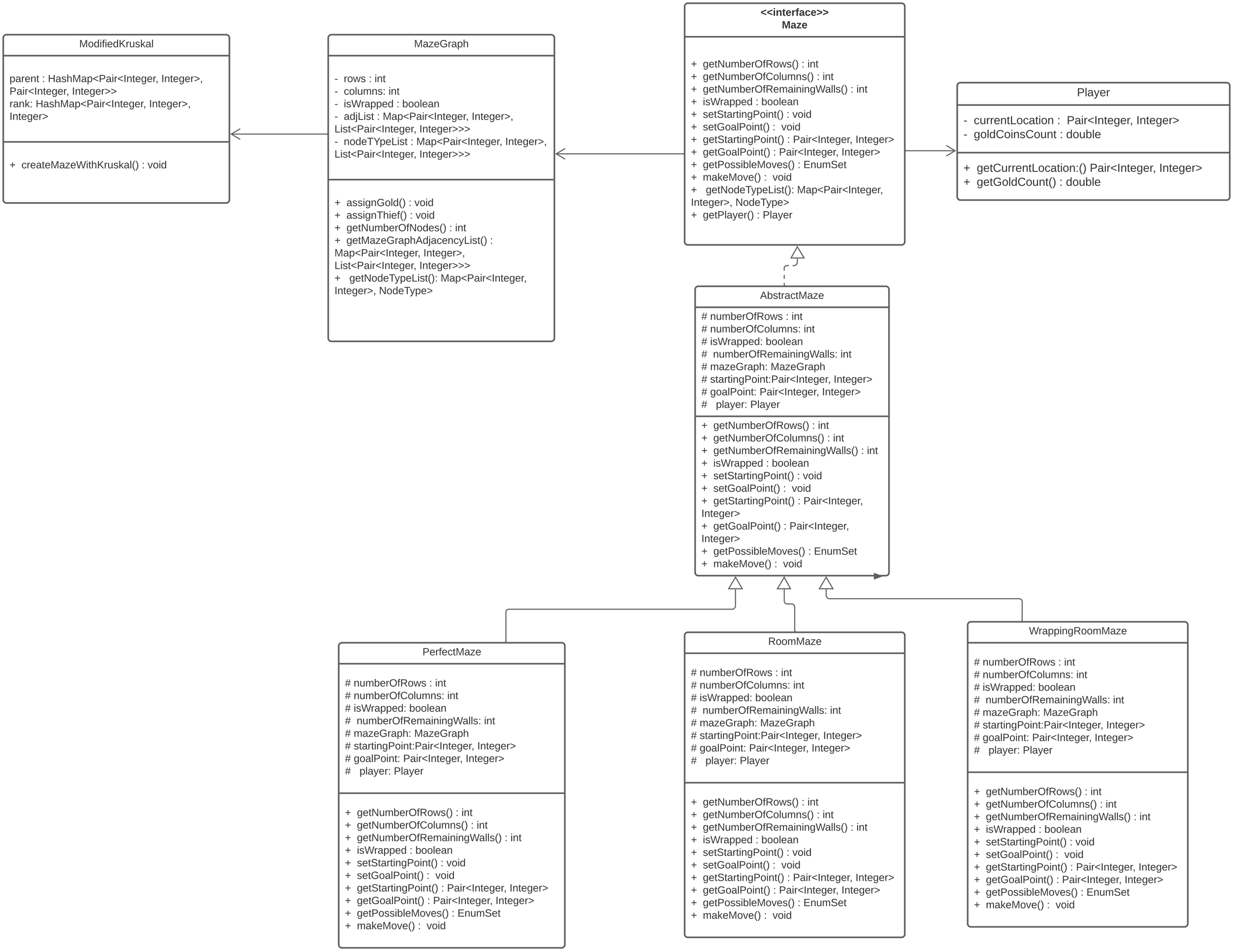
ModifiedKruskal
parent : HashMap<Pair<Integer, Integer>, Pair<Integer, Integer>>
rank: HashMap<Pair<Integer, Integer>, Integer>
+ createMazeWithKruskal() : void
MazeGraph
- rows : int
- columns: int
- isWrapped : boolean
- adjList : Map<Pair<Integer, Integer>, List<Pair<Integer, Integer>>>
- nodeTYpeList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