

PACKAGE

CLASS

USE

TREE

DEPRECATED

INDEX

HELP

PREV CLASS

NEXT CLASS

FRAMES

NO FRAMES

ALL CLASSES

SUMMARY: NESTED | FIELD | CONSTR | METHODDETAIL: FIELD | CONSTR | METHOD

pacsim

Class MorphCell

java.lang.Object

pacsim.PacCell

pacsim.MorphCell

All Implemented Interfaces:

java.io.Serializable, java.lang.Cloneable

public class MorphCell

extends PacCell

implements java.lang.Cloneable, java.io.Serializable

See Also:

Serialized Form

Field Summary

Fields inherited from class pacsim.PacCell

cost, loc

Constructor Summary

Constructors

Constructor and Description

MorphCell(int x, int y)

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type

Method and Description

voidateFood()

MorphCell	clone()
MorphCell	clone (int x, int y)
PacType	getBaseType()
PacFace	getFace()
int	getFoodEaten()
java.awt.Point	getHomeCell()
MorphMode	getMode()
AbstractPlayer	getPlayer()
PacTeam	getTeam()
void	setBaseType (PacType type)
void	setFace (PacFace face)
void	setFoodEaten (int n)
void	setMode (MorphMode mode)
void	setPlayer (AbstractPlayer player)
void	setShade (java.awt.Color color)
void	setTeam (PacTeam team)
void	show (java.awt.Graphics g, int size)
void	show (java.awt.Graphics g, int size, int step)

Methods inherited from class pacsim.PacCell

getCost, getLoc, getX, getY

Methods inherited from class java.lang.Object

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

Constructor Detail

MorphCell

```
public MorphCell(int x,
                 int y)
```

Method Detail

clone

```
public MorphCell clone()

Overrides:
clone in class PacCell
```

clone

```
public MorphCell clone(int x,
                        int y)
```

getBaseType

```
public PacType getBaseType()
```

getFace

```
public PacFace getFace()
```

getFoodEaten

```
public int getFoodEaten()
```

getHomeCell

```
public java.awt.Point getHomeCell()
```

getMode

```
public MorphMode getMode()
```

getPlayer

```
public AbstractPlayer getPlayer()
```

getTeam

```
public PacTeam getTeam()
```

setBaseType

```
public void setBaseType(PacType type)
```

setFace

```
public void setFace(PacFace face)
```

setFoodEaten

```
public void setFoodEaten(int n)
```

setMode

```
public void setMode(MorphMode mode)
```

setPlayer

```
public void setPlayer(AbstractPlayer player)
```

setShade

```
public void setShade(java.awt.Color color)
```

setTeam

```
public void setTeam(PacTeam team)
```

ateFood

```
public void ateFood()
```

show

```
public void show(java.awt.Graphics g,  
                int size)
```

Overrides:

```
show in class PacCell
```

show

```
public void show(java.awt.Graphics g,  
                int size,  
                int step)
```