

```
1 namespace Grafico1
2 {
3     public class World
4     {
5
6         private double _widthWorld = 10.0;
7         private double _heightWorld = 10.0;
8
9         private int policeCount = 2;
10        private int thiefCount = 4;
11        private int bossCount = 1;
12
13        public double WidthWorld => _widthWorld;
14        public double HeightWorld => _heightWorld;
15
16
17        public Actores actores = new Actores();
18        public List<Character> listActores = new List<Character>();
19
20        public NoActores noActores = new NoActores();
21        public List<NoActores> listNoActores = new List<NoActores>();
22
23        // EL MUNDO TIENE ACTORES, NOACTORES, ITEMS, ENVIRONMENT,      ↗
24        LANDSCAPE
25
26        public void CreateActers()
27        {
28            actores.CreateCharacter(policeCount, bossCount, thiefCount);
29
30            // Introduce TODOS los objetos Acters dentro de la lista      ↗
31            COMUN
32            for (int i = 0; i < actores.ListPolice.Count; i++)
33            {
34                listActores.Add(actores.ListPolice[i]);
35            }
36
37            for (int i = 0; i < actores.ListThief.Count; i++)
38            {
39                listActores.Add(actores.ListThief[i]);
40            }
41
42            for (int i = 0; i < actores.ListBoss.Count; i++)
43            {
44                listActores.Add(actores.ListBoss[i]);
45            }
46
47            // TODO: GETTERS DE LISTAS EN WORLD
48            public List<Character> GetPoliceList()
49            {
50                return actores.ListPolice;
51            }
52        }
53    }
54 }
```

```
52      /* NO COMPILA
53      public void CreateQuieters(double x, double y)
54      {
55          NoActores q = new NoActores();
56          listNoActores.CreateQuieters(x, y);
57          listNoActores.Add(q);
58      }
59      */
60  }
61 }
62
```