Tiles

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Requirements:

Write TileManager, which performs the following functions:

If the user left clicks on a tile, that tile moves to the top of the z-ordering

If the user shift+left click, the tile is moved to the bottom of the z-ordering

If the user right clicks on a tile, that tile is removed

If the user shift+right click, all tiles which are on that pixel are removed

If the user types N, a random new tile will appear

If the user types S, the tiles are shuffled

Class variables:

Array list of all the tiles

Methods:

addTile: adds a term to the end of the array list, takes a tile parameter

adds the term to the end of the array list

drawAll: draws all the tiles in the array list in drawing panel, takes a graphics object as a parameter

print all the array list elements to drawing panel

raise: if a tile is clicked, it will move the tile to the top; takes the coordinates as a parameter

move term to the end of the array list

lower: if a tile is shift+left click, it will move the tile to the bottom; takes the coordinates as a parameter

move term to the beginning of the array list

delete: deletes a tile when right clicked; takes the coordinates as parameters

delete the term from the array list

deleteAll: deletes all tiles on a certain point; takes the coordinates as parameters

delete any of the affected elements from the array list

shuffle: shuffles all the tiles to a random position in the panel; takes the width and height of the drawing panel as parameters

shuffles the array list