

# MapDataDrawer

## Method Summary

int	<b>findMinValue()</b> Find the min value in the entire grid
int	<b>findMaxValue()</b> Find the min value in the entire grid
int	<b>indexOfMinInCol</b> (int column) Perform the index of the row with the lowest value in the given column for the grid
void	<b>drawMap</b> (Graphics g) Draws the grid using the given Graphics object
int	<b>drawLowestElevPath</b> (Graphics g, int row) Find a path from West-to-East starting at given row.
int	<b>indexOfLowestElevPath</b> (Graphics g) Find the index of the starting row for the lowest-elevation-change path in the entire grid.

## Method Detail

<b>findMinValue</b>  int findMinValue()  Find the min value in the entire grid	<b>Returns:</b> The min value in the entire grid
<b>findMaxValue</b>  int findMaxValue()  Find the max value in the entire grid	<b>Returns:</b> The max value in the entire grid
<b>indexOfMinInCol</b>  int indexOfMinInCol(int col)  Perform the index of the row with the lowest value in the given column for the grid	<b>Parameters:</b> col - the column of the grid to check  <b>Returns:</b> The index of the row with the lowest value in the given col for the grid
<b>drawMap</b>  void drawMap(Graphics g)  Draws the grid using the given Graphics object	<b>Parameters:</b> g - Graphics object
<b>drawLowestElevPath</b>  int drawLowestElevPath(Graphics g, int row)  Find a path from West-to-East starting at given row.	<b>Parameters:</b> g - Graphics object row - number of row that need to start to draw  <b>Returns:</b> The total change in elevation traveled from West-to-East

Method Detail	
<b>indexOfLowestElevPath</b>  int indexOfLowestElevPath(Graphics g)  Find the index of the starting row for the lowest-elevation-change path in the entire grid.	<b>Parameters:</b> g - Graphics object  <b>Returns:</b> The index of the starting row for the lowest-elevation-change path in the entire grid.