

Package [dev.robocode.tankroyale.botapi](#)

Class BotResults

java.lang.Object
dev.robocode.tankroyale.botapi.BotResults

```
public final class BotResults
extends java.lang.Object
```

Represents individual bot results.

Constructor Summary

Constructors

Constructor	Description
BotResults (int rank, double survival, double lastSurvivorBonus, double bulletDamage, double bulletKillBonus, double ramDamage, double ramKillBonus, double totalScore, int firstPlaces, int secondPlaces, int thirdPlaces)	Initializes a new instance of the BotInfo class.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
double	getBulletDamage()	Returns the bullet damage score.
double	getBulletKillBonus()	Returns the bullet kill-bonus.
int	getFirstPlaces()	Returns the number of 1st places for the bot.
double	getLastSurvivorBonus()	Returns the last survivor score.
double	getRamDamage()	Returns the ram damage score.
double	getRamKillBonus()	Returns the ram kill-bonus.

double	getSurvival()	Returns the accumulated survival score.
int	getThirdPlaces()	Returns the number of 3rd places for the bot.
double	getTotalScore()	Returns the total score is the sum of all scores and determines the ranking.

Methods inherited from class java.lang.Object

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

Constructor Detail

BotResults

```
public BotResults(int rank,
                  double survival,
                  double lastSurvivorBonus,
                  double bulletDamage,
                  double bulletKillBonus,
                  double ramDamage,
                  double ramKillBonus,
                  double totalScore,
                  int firstPlaces,
                  int secondPlaces,
                  int thirdPlaces)
```

Initializes a new instance of the BotInfo class.

Parameters:

rank - is the rank/placement of the bot.

survival - is the survival score.

lastSurvivorBonus - is the last survivor score.

bulletDamage - is the bullet damage score.

bulletKillBonus - is the bullet kill bonus.

ramDamage - is the ram damage score.

secondPlaces - is the number of 2nd places.

thirdPlaces - is the number of 3rd places.

Method Detail

getRank

```
public int getRank()
```

Returns the rank/placement of the bot, where 1 means 1st place, 4 means 4th place etc.

Returns:

The rank of the bot for this battle.

getSurvival

```
public double getSurvival()
```

Returns the accumulated survival score. Every bot still alive score 50 points every time another bot is defeated.

Returns:

The survival score.

getLastSurvivorBonus

```
public double getLastSurvivorBonus()
```

Returns the last survivor score. The last bot alive scores 10 points or each bot that has been defeated.

Returns:

The last survivor score.

other bots.

Returns:

The bullet damage score.

getBulletKillBonus

```
public double getBulletKillBonus()
```

Returns the bullet kill-bonus. When a bot kills another bot, it scores an additional 20% points of the total damage it did to that bot.

Returns:

The bullet kill-bonus.

getRamDamage

```
public double getRamDamage()
```

Returns the ram damage score. Bots score 2 points for each point of damage inflicted by ramming an enemy bot. Ramming is the act deliberately driving forward (not backward) and hitting another bot.

Returns:

The ram damage score.

getRamKillBonus

```
public double getRamKillBonus()
```

Returns the ram kill-bonus. When a bot kills another bot due to ramming, it scores an additional 30% of the total ramming damage it did to that bot.

Returns:

The ram kill-bonus.

Returns:
The total score.

getFirstPlaces

```
public int getFirstPlaces()
```

Returns the number of 1st places for the bot.

Returns:
The number of 1st places.

getSecondPlaces

```
public int getSecondPlaces()
```

Returns the number of 2nd places for the bot.

Returns:
The number of 2nd places.

getThirdPlaces

```
public int getThirdPlaces()
```

Returns the number of 3rd places for the bot.

Returns:
The number of 3rd places.