

pacsim

Interface PacAction

All Known Implementing Classes:

AbstractPlayer

```
public interface PacAction
```

An interface for Pac-Man control

Method Summary

All Methods	Instance Methods	Abstract Methods
Modifier and Type	Method and Description	
PacFace	action (java.lang.Object state) Choose the next facing direction for Pac-Man	
void	init () Initialize before each test run (epoch); can be empty	

Method Detail

action	
<p data-bbox="102 1817 948 1858"><code>PacFace</code> action(<code>java.lang.Object</code> state)</p> <p data-bbox="102 1904 948 1943">Choose the next facing direction for Pac-Man</p> <p data-bbox="102 1990 948 2024">Parameters:</p> <p data-bbox="102 2048 948 2087">state – – input <code>PacCell[][]</code> game board</p> <p data-bbox="102 2136 948 2168">Returns:</p> <p data-bbox="102 2194 948 2233">face – next <code>PacFace</code> direction in which to move</p>	
init	

```
void init()
```

Initialize before each test run (epoch); can be empty

[PACKAGE](#) **[CLASS](#)** [USE](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)

[PREV CLASS](#) **[NEXT CLASS](#)** [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)

SUMMARY: [NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) [DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)