

Class

thingInfo

Classes are a collection of things that have name, type and description. For instance a variable (field) has a name, type, and may be described. A method has a name, a return type, and may also be described. So, thingInfo is a Class to store a collection of three strings called name, type, and description.

Fields

name	<i>type: String</i> Name of the thing
type	<i>type: String</i> A type associated with the thing. e.g. if the thing is a field then type might be boolean. If the thing is a method, then the type would be the return type of the method, e.g. void. Type is not used for class things or constructor things.
descript	<i>type: String</i> A description of the thing.

Constructors

thingInfo()

Default constructor sets empty strings

thingInfo(String allinfo)

Constructor to set the fields from a single input string which holds name, type, and description separated by forward slashes. The order of the info must be correct.

thingInfo(String allinfo,boolean swapit)

Constructor to set the fields from a single input string. The boolean swapit determines whether the fields are in standard format (name before type) or in swapped format (type before name).

thingInfo(String thename,String thetype,String thedescript)

Unused constructor

thingInfo(thingInfo orig)

Copy constructor

Methods

cloneVals(thingInfo orig) *Returns void*
Copy field values from orig

setValsFromString(String allinfo) *Returns void*
Set the field values from a forward slash delimited string

setName(String thename) *Returns void*
Set the name field

setType(String thetype) *Returns void*
Set the type field

setDescript(String thedescript) *Returns void*
Set the description field

toString() *Returns String*
Returns a string for printing

breakItUp(String msg) *Returns ArrayList<String>*
Break a string into fields at each slash separator.