

# **OOPokemon**

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## Class List

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## File List

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# Namespace Documentation

## Package oopokemon.element

### Classes

- class **Element**
- enum **ElementType**

## Package oopokemon.exception

### Classes

- interface **Exceptions**
- class **NotInitializedException**

## Package oopokemon.inventory

### Classes

- class **Bag**
- class **Inventory**
- class **InventoryGUI**
- class **InventroyItem**
- interface **Item**

## Package oopokemon.map

### Classes

- class **Cell**
- enum **CellType**
- class **Map**
- class **Position**

## Package oopokemon.misc

### Classes

- class **AlertBox**
- class **Battle**
- class **GameState**
- class **InputBox**
- class **MusicPlayer**
- interface **Renderable**
- class **Renderer**
- class **Sprite**
- class **Tuple**



## Package oopokemon.occupier

### Classes

- class **ActiveEngimon**
- class **Enemy**
- class **EnemyHandler**
- class **Occupier**
- enum **OccupierType**
- class **Player**

## Package oopokemon.skill

### Classes

- class **Cataclysm**
- class **Fissure**
- class **IceVortex**
- class **Magnetize**
- class **Nimbus**
- class **Skill**
- class **SplinterBlast**
- class **StaticStorm**
- class **Sunstrike**
- class **Torrent**
- class **Waveform**

## Package oopokemon.species

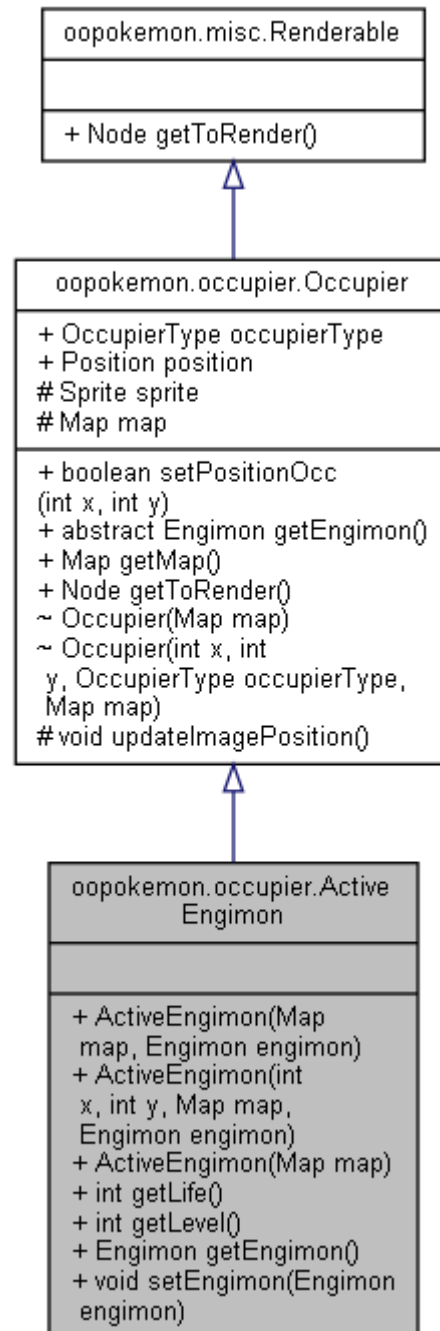
### Classes

- class **Articuno**
- class **Dragon**
- class **Engimon**
- class **Excadrill**
- class **Inferail**
- class **Kyogre**
- class **Raichu**
- class **Seismotoad**
- class **Squirtle**

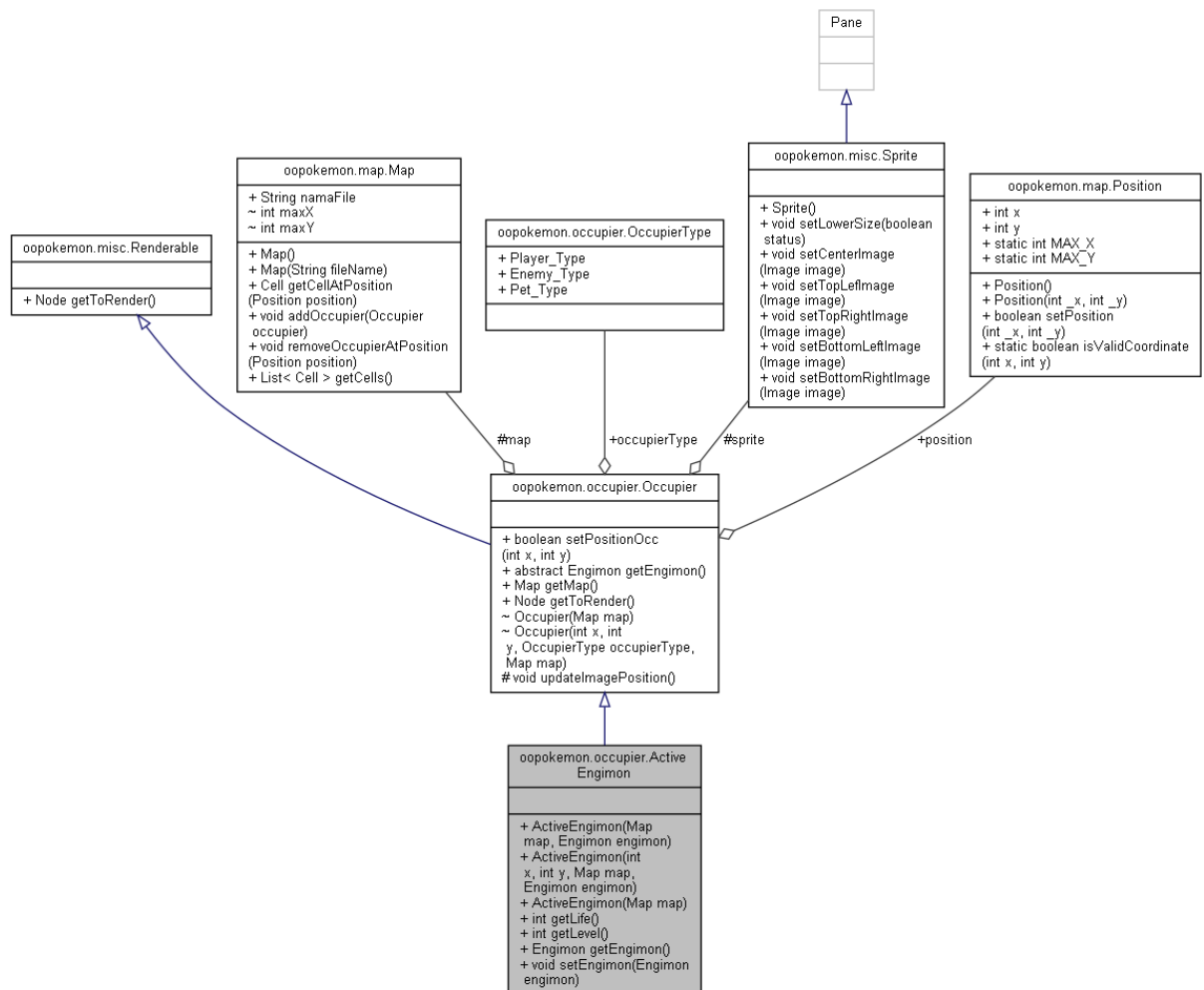
# Class Documentation

## oopokemon.occupier.ActiveEngimon Class Reference

Inheritance diagram for oopokemon.occupier.ActiveEngimon:



Collaboration diagram for oopokemon.occupier.ActiveEngimon:



## Public Member Functions

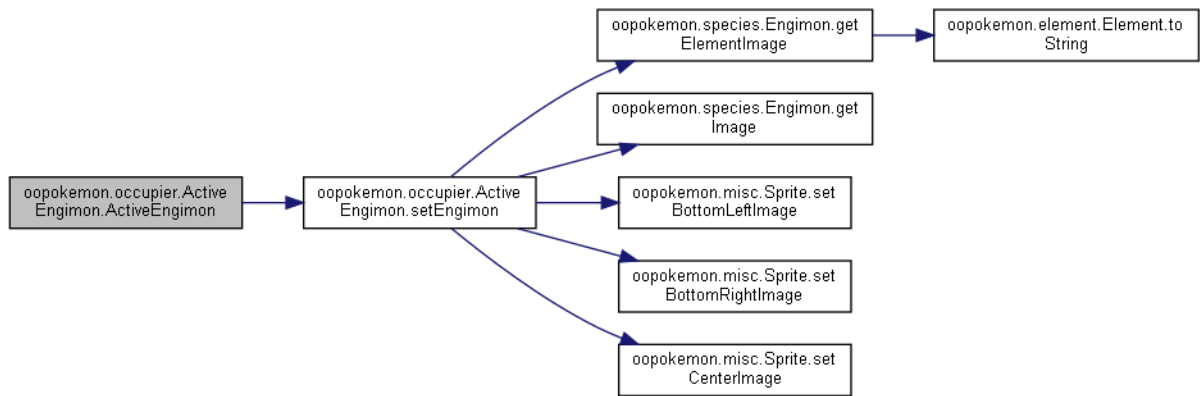
- **ActiveEngimon (Map map, Engimon engimon)** throws `NotInitializedException`
- **ActiveEngimon (int x, int y, Map map, Engimon engimon)** throws `NotInitializedException`
- **ActiveEngimon (Map map)** throws `NotInitializedException`
- **int getLife ()**
- **int getLevel ()**
- **Engimon getEngimon ()**
- **void setEngimon (Engimon engimon)**

## Additional Inherited Members

## Constructor & Destructor Documentation

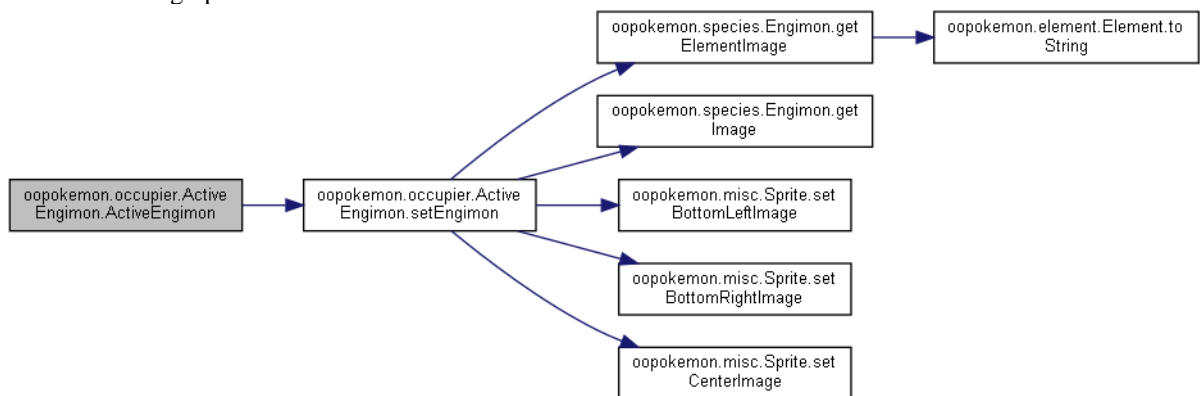
**oopokemon.occupier.ActiveEngimon.ActiveEngimon (Map *map*, Engimon *engimon*)**  
throws `NotInitializedException`

Here is the call graph for this function:



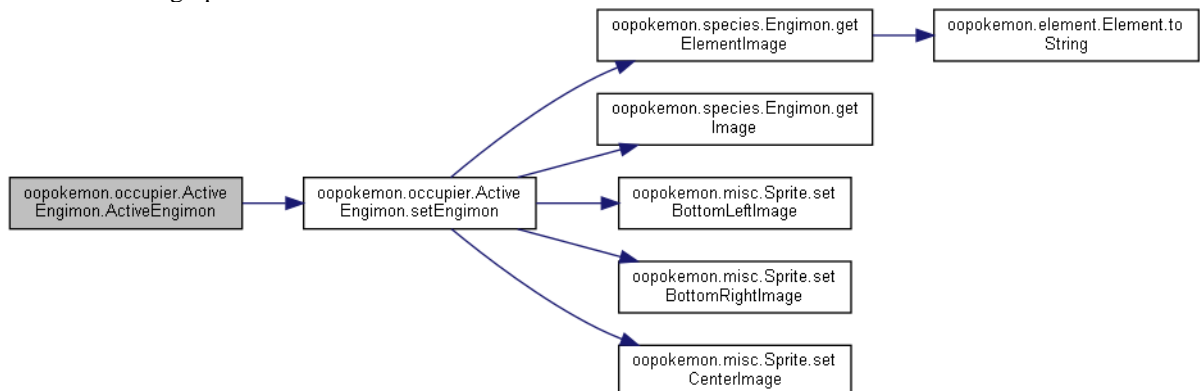
**oopokemon.occupier.ActiveEngimon.ActiveEngimon (int *x*, int *y*, Map *map*, Engimon *engimon*)** throws **NotInitializedException**

Here is the call graph for this function:



**oopokemon.occupier.ActiveEngimon.ActiveEngimon (Map *map*)** throws **NotInitializedException**

Here is the call graph for this function:

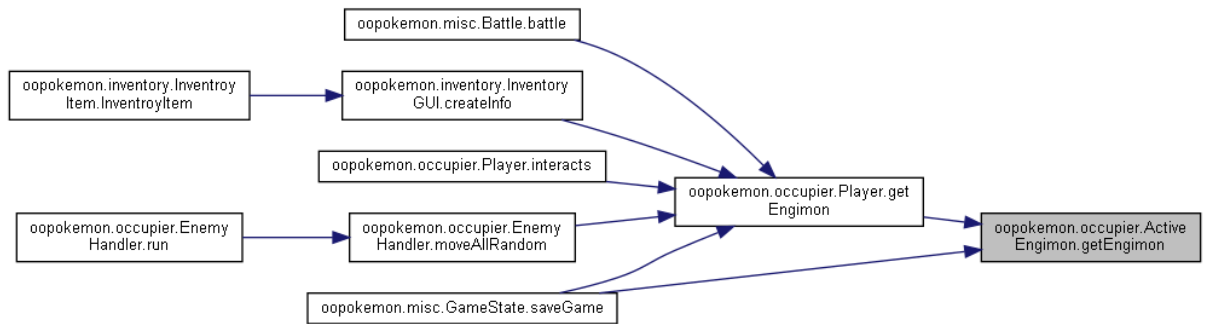


## Member Function Documentation

### Engimon oopokemon.occupier.ActiveEngimon.getEngimon ()

Reimplemented from **oopokemon.occupier.Occupier** (*p.123*).

Here is the caller graph for this function:

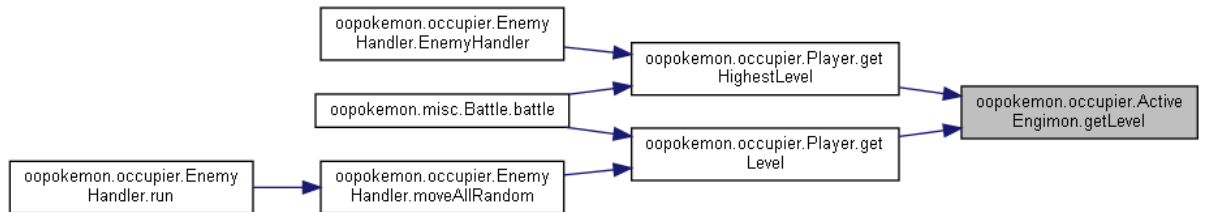


### int oopokemon.occupier.ActiveEngimon.getLevel ()

Here is the call graph for this function:

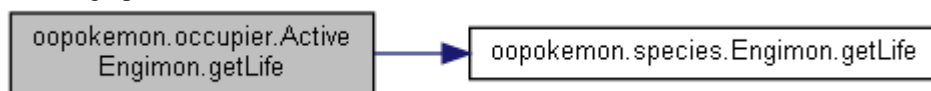


Here is the caller graph for this function:

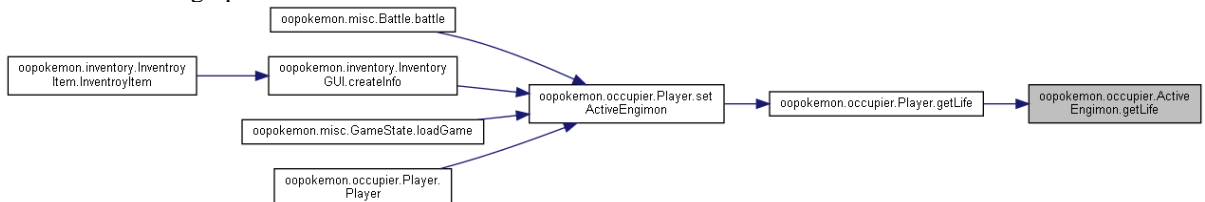


### int oopokemon.occupier.ActiveEngimon.getLife ()

Here is the call graph for this function:

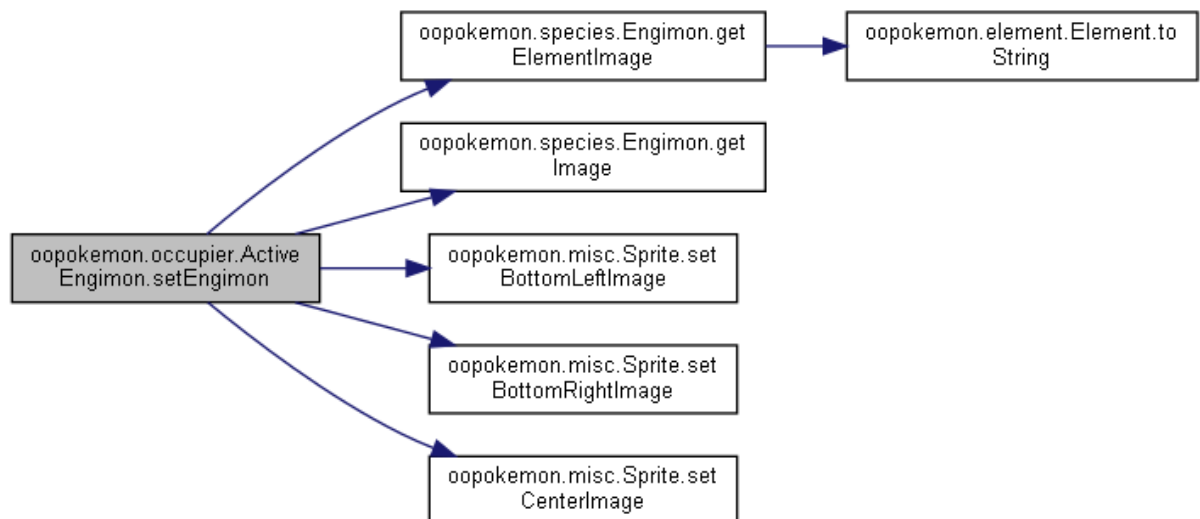


Here is the caller graph for this function:

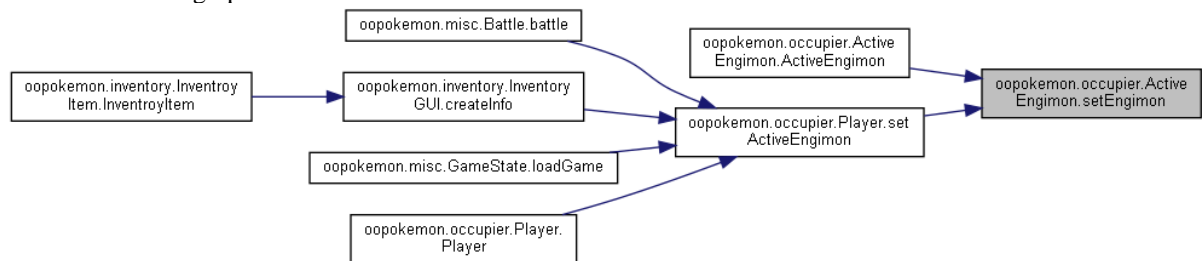


### void oopokemon.occupier.ActiveEngimon.setEngimon (Engimon engimon)

Here is the call graph for this function:



Here is the caller graph for this function:



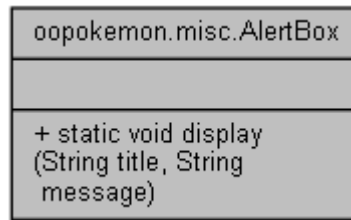
The documentation for this class was generated from the following file:

- `Juan/TubesOOP2/src/oopokemon/occupier/ActiveEngimon.java`



## oopokemon.misc.AlertBox Class Reference

Collaboration diagram for oopokemon.misc.AlertBox:



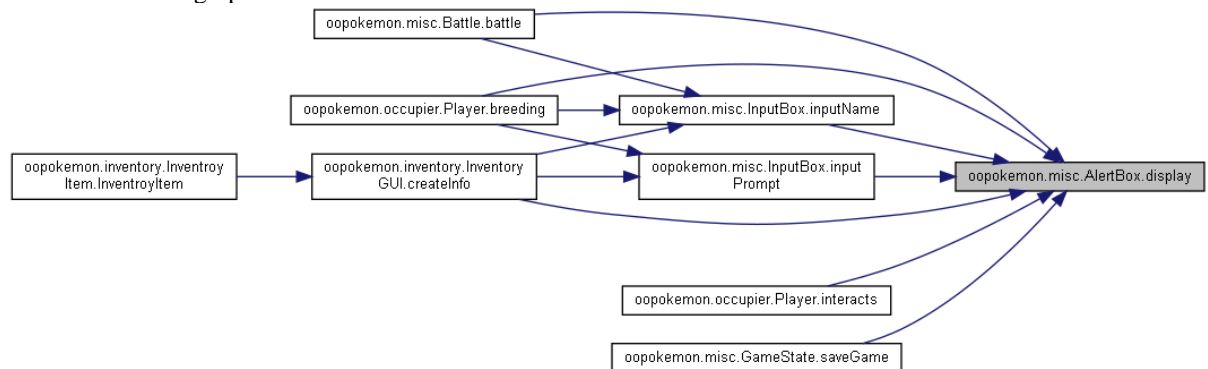
### Static Public Member Functions

- static void **display** (String title, String message)

### Member Function Documentation

**static void oopokemon.misc.AlertBox.display (String *title*, String *message*)[static]**

Here is the caller graph for this function:

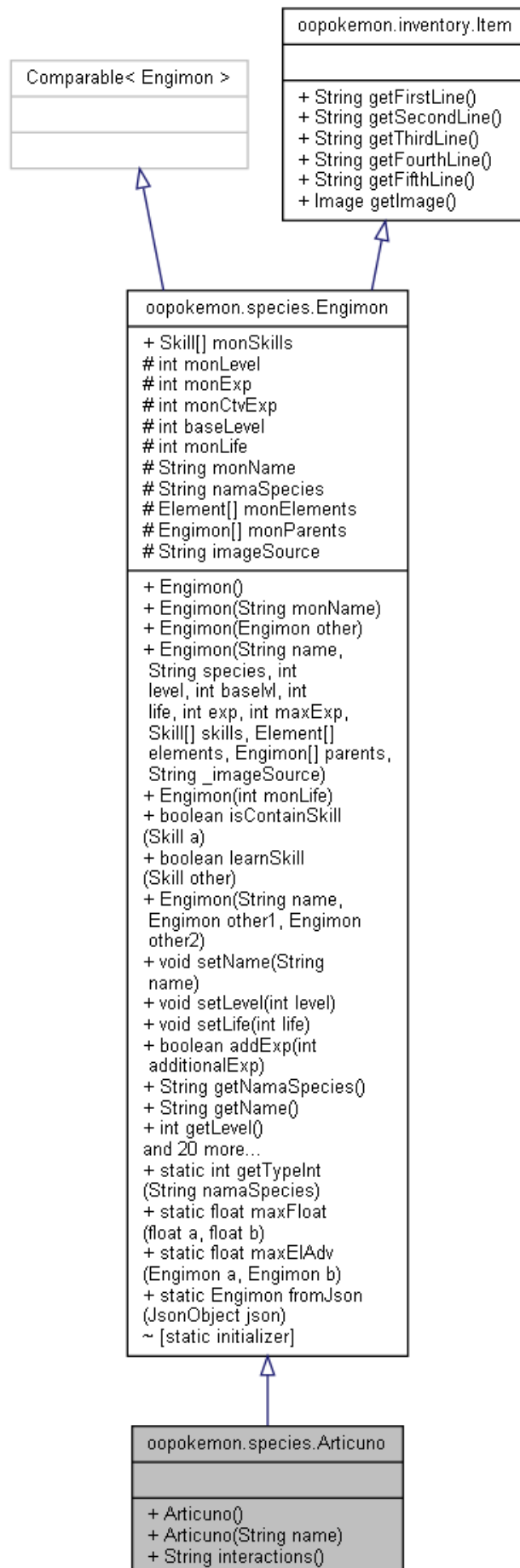


The documentation for this class was generated from the following file:

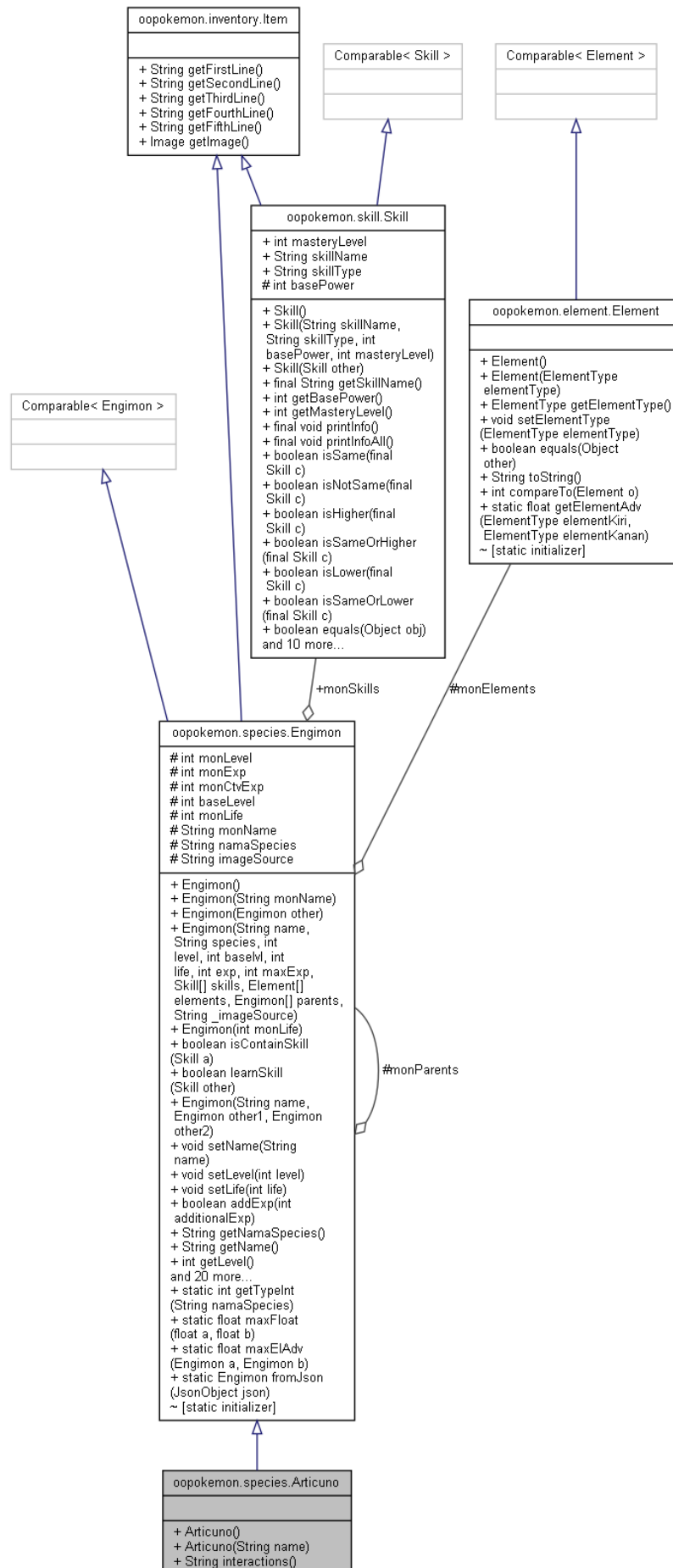
- Juan/TubesOOP2/src/oopokemon/misc/**AlertBox.java**

## **oopokemon.species.Articuno Class Reference**

Inheritance diagram for oopokemon.species.Articuno:



Collaboration diagram for oopokemon.species.Articuno:



## Public Member Functions

- **Articuno** ()
- **Articuno** (String name)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Articuno.Articuno** ()

**oopokemon.species.Articuno.Articuno** (String *name*)

---

## Member Function Documentation

**String oopokemon.species.Articuno.interactions** ()

Reimplemented from **oopokemon.species.Engimon** (*p.65*).

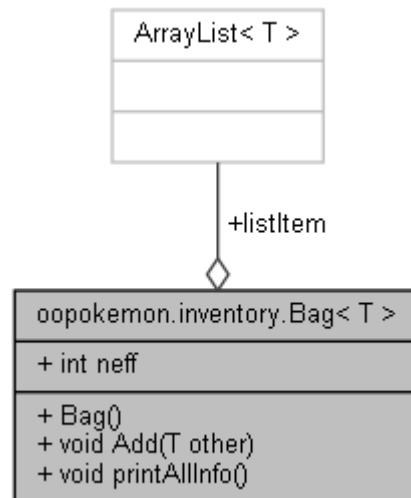
---

The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/species/**Articuno.java**

## oopokemon.inventory.Bag< T > Class Template Reference

Collaboration diagram for oopokemon.inventory.Bag< T >:



### Public Member Functions

- **Bag ()**
- **void Add (T other)**
- **void printAllInfo ()**

### Public Attributes

- `ArrayList< T > listItem`
- `int neff`

---

### Constructor & Destructor Documentation

**oopokemon.inventory.Bag< T >.Bag ()**

---

### Member Function Documentation

**void oopokemon.inventory.Bag< T >.Add (T *other*)**

**void oopokemon.inventory.Bag< T >.printAllInfo ()**

---

### Member Data Documentation

**ArrayList<T> oopokemon.inventory.Bag< T >.listItem**

**int oopokemon.inventory.Bag< T >.neff**

---

The documentation for this class was generated from the following file:

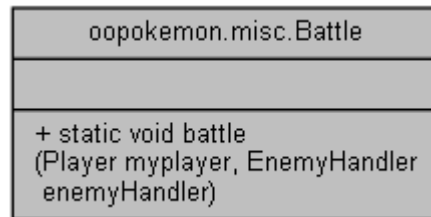
- `Juan/TubesOOP2/src/oopokemon/inventory/Bag.java`





## oopokemon.misc.Battle Class Reference

Collaboration diagram for oopokemon.misc.Battle:



### Static Public Member Functions

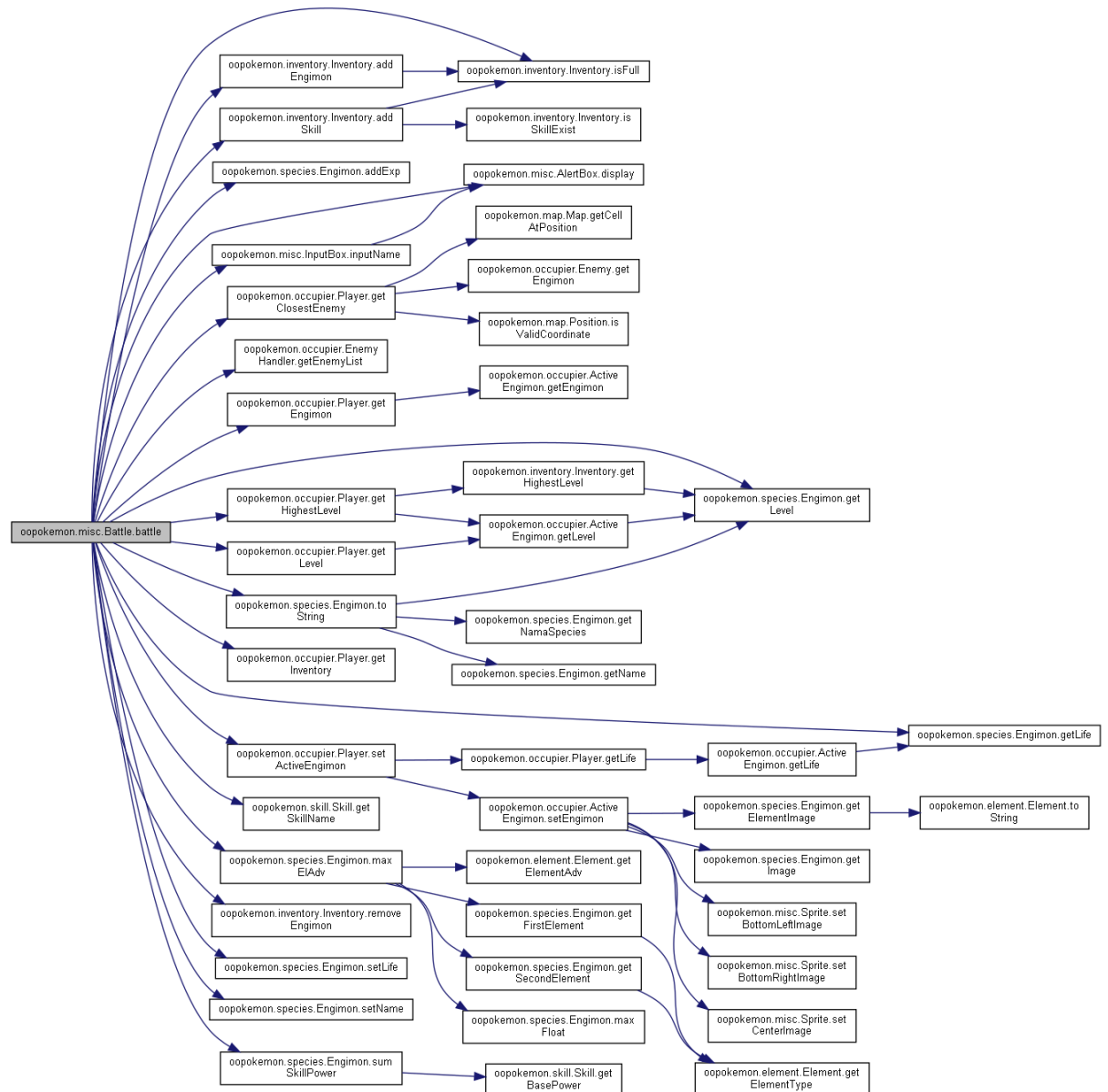
- static void **battle** (**Player** myplayer, **EnemyHandler** enemyHandler)

---

### Member Function Documentation

**static void oopokemon.misc.Battle.battle (Player *myplayer*, EnemyHandler *enemyHandler*)** [*static*]

Here is the call graph for this function:

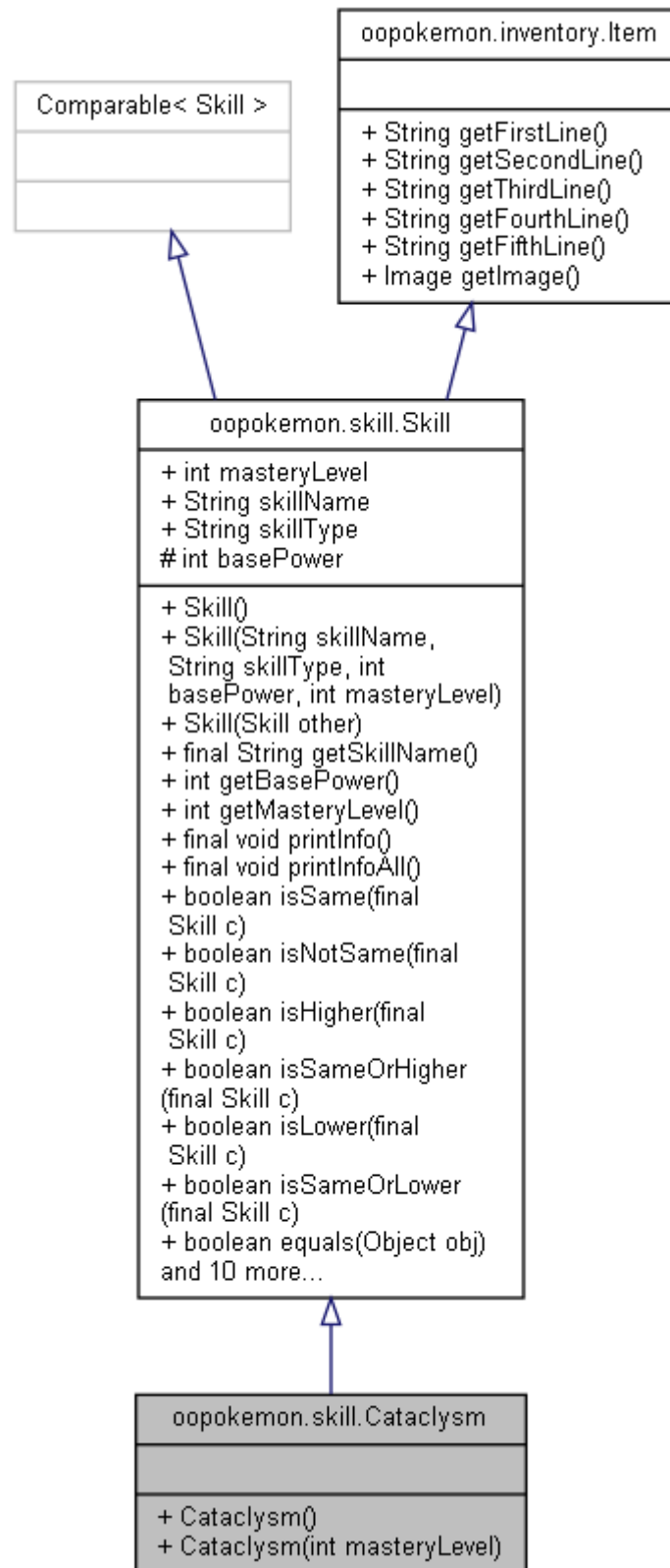


The documentation for this class was generated from the following file:

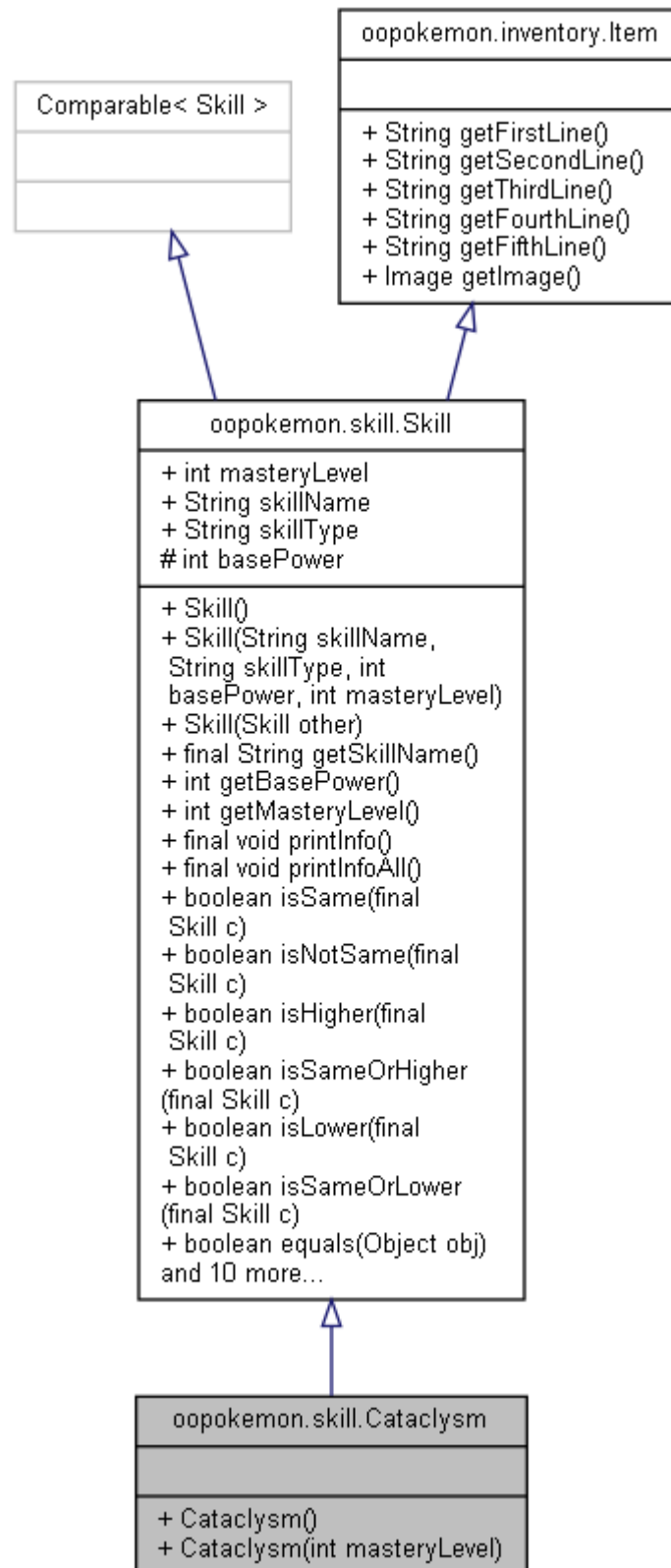
- Juan/TubesOOP2/src/oopokemon/misc/**Battle.java**

## oopokemon.skill.Cataclysm Class Reference

Inheritance diagram for oopokemon.skill.Cataclysm:



Collaboration diagram for oopokemon.skill.Cataclysm:



## Public Member Functions

- **Cataclysm ()**
- **Cataclysm (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`oopokemon.skill.Cataclysm.Cataclysm ()`

`oopokemon.skill.Cataclysm.Cataclysm (int masteryLevel)`

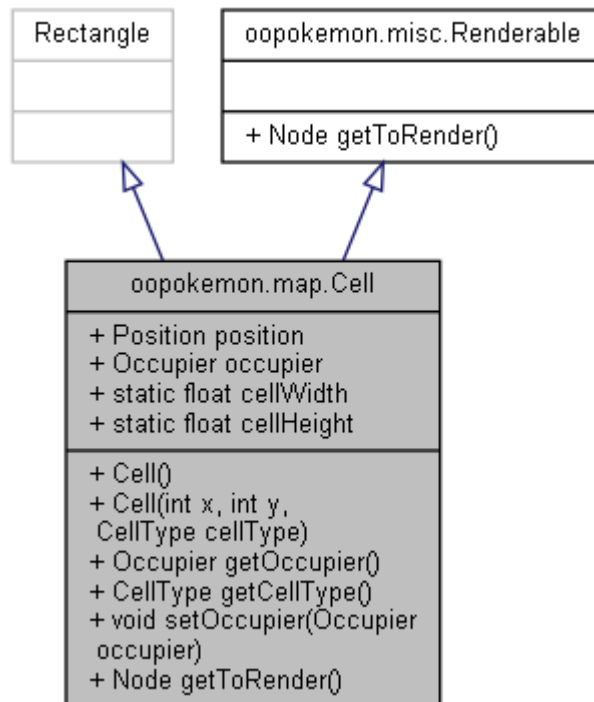
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The documentation for this class was generated from the following file:

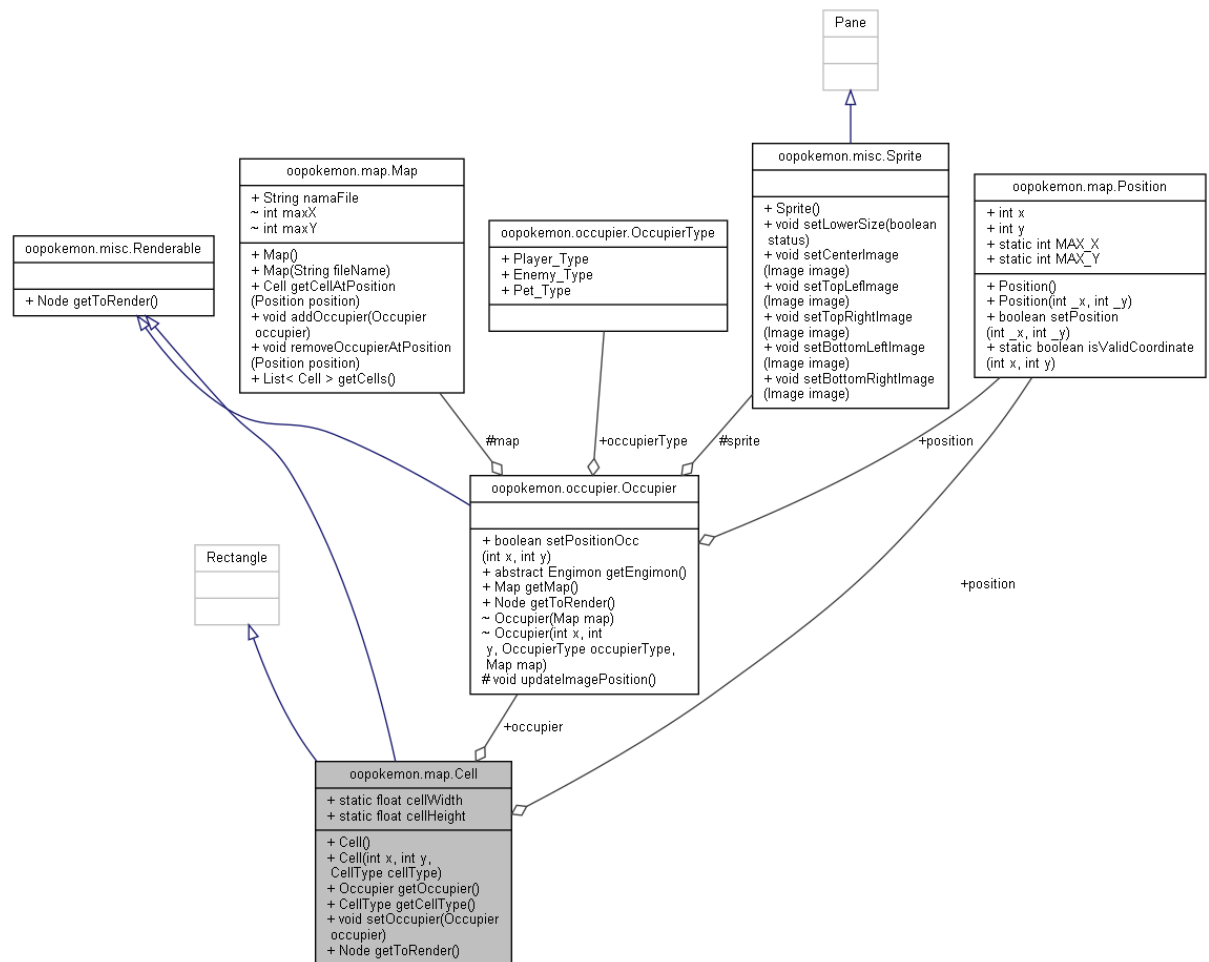
- `Juan/TubesOOP2/src/oopokemon/skill/Cataclysm.java`

## oopokemon.map.Cell Class Reference

Inheritance diagram for oopokemon.map.Cell:



Collaboration diagram for oopokemon.map.Cell:



## Public Member Functions

- **Cell ()**
- **Cell (int x, int y, CellType cellType)**
- **Occupier getOccupier ()**
- **CellType getCellType ()**
- **void setOccupier (Occupier occupier)**
- **Node getToRender ()**

## Public Attributes

- **Position position**
- **Occupier occupier**

## Static Public Attributes

- static float **cellWidth** = **GameState.getCellWidth()**
- static float **cellHeight** = **GameState.getCellHeight()**

## Constructor & Destructor Documentation

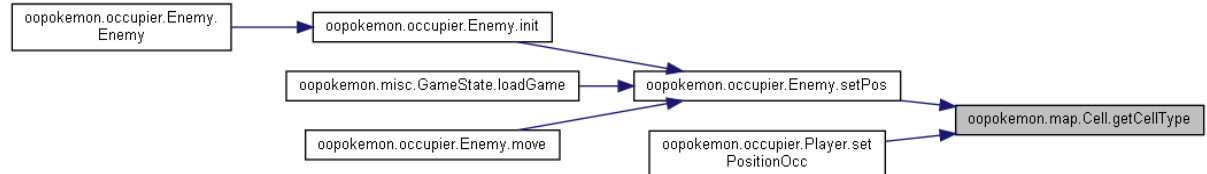
**oopokemon.map.Cell.Cell ()**

**oopokemon.map.Cell.Cell (int x, int y, CellType cellType)**

## Member Function Documentation

### CellType oopokemon.map.Cell.getCellType ()

Here is the caller graph for this function:



### Occupier oopokemon.map.Cell.getOccupier ()

### Node oopokemon.map.Cell.getToRender ()

Implements `oopokemon.misc.Renderable` (p.144).

**void oopokemon.map.Cell.setOccupier (Occupier occupier)**

---

## Member Data Documentation

**float oopokemon.map.Cell.cellHeight = GameState.getCellHeight() [static]**

**float oopokemon.map.Cell.cellWidth = GameState.getCellWidth() [static]**

**Occupier oopokemon.map.Cell.occupier**

**Position oopokemon.map.Cell.position**

---

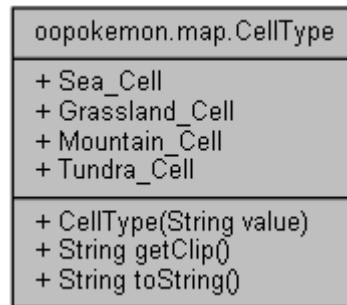
The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/map/Cell.java



## oopokemon.map.CellType Enum Reference

Collaboration diagram for oopokemon.map.CellType:



### Public Member Functions

- `CellType` (String value)
- String `getClip` ()
- String `toString` ()

### Public Attributes

- `Sea_Cell` =("sea")
- `Grassland_Cell` =("grass")
- `Mountain_Cell` =("mountain")
- `Tundra_Cell` =("tundra")

---

## Constructor & Destructor Documentation

`oopokemon.map.CellType.CellType` (String *value*)

---

## Member Function Documentation

### String `oopokemon.map.CellType.getClip` ()

Here is the caller graph for this function:



### String `oopokemon.map.CellType.toString` ()

---

## Member Data Documentation

`oopokemon.map.CellType.Grassland_Cell =("grass")`

`oopokemon.map.CellType.Mountain_Cell =("mountain")`

`oopokemon.map.CellType.Sea_Cell =("sea")`

`oopokemon.map.CellType.Tundra_Cell =("tundra")`

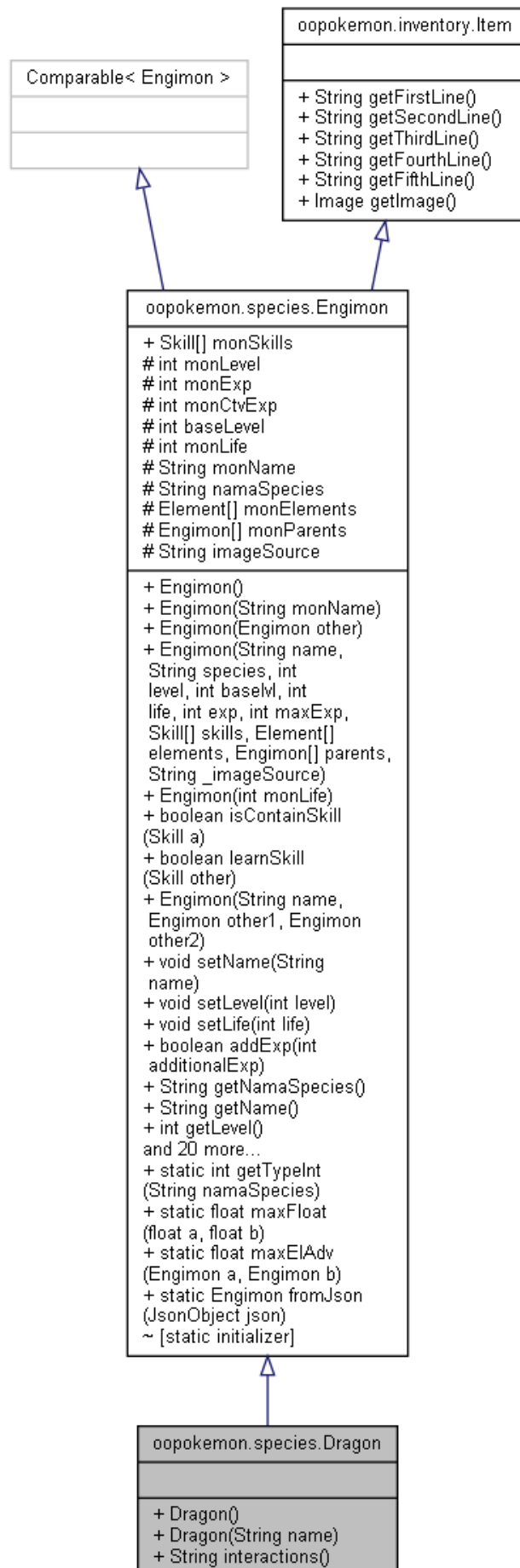
---

The documentation for this enum was generated from the following file:

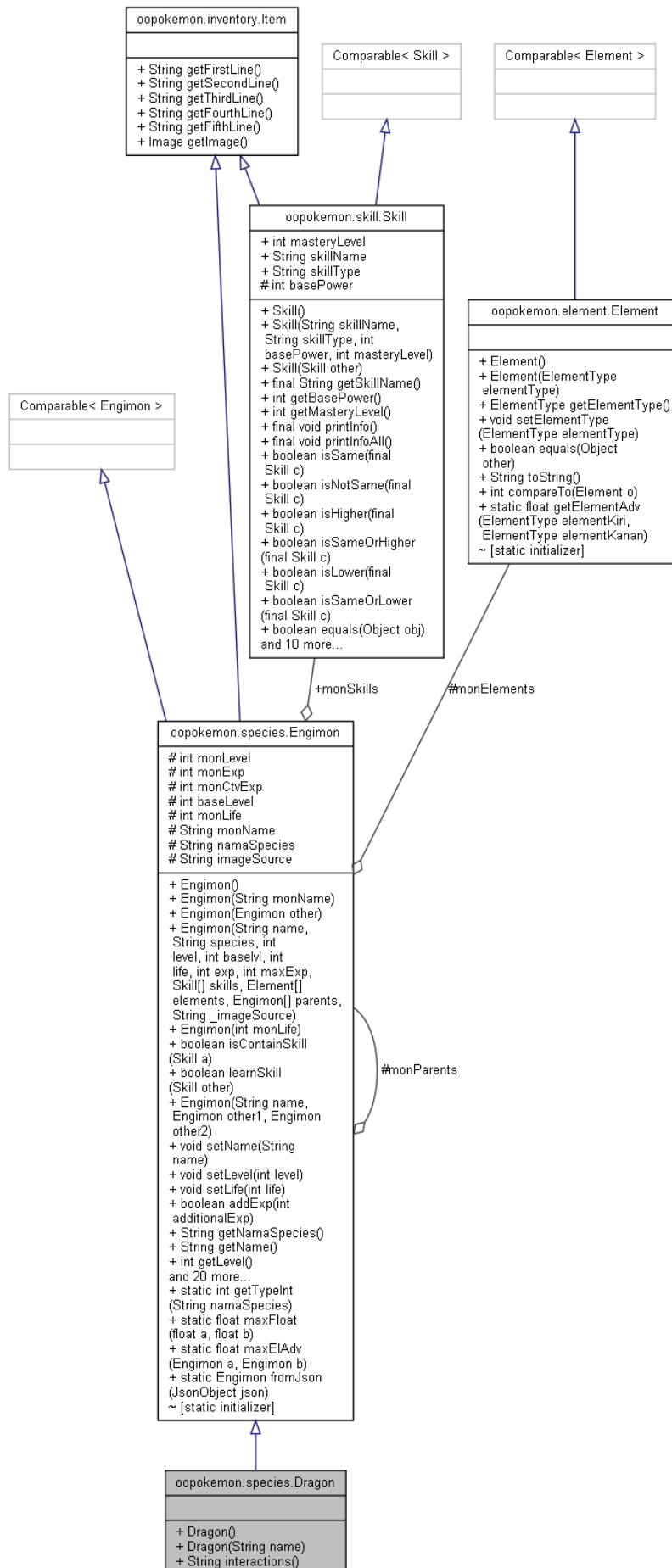
- `Juan/TubesOOP2/src/oopokemon/map/CellType.java`

## **oopokemon.species.Dragon Class Reference**

Inheritance diagram for oopokemon.species.Dragon:



Collaboration diagram for oopokemon.species.Dragon:



## Public Member Functions

- **Dragon** ()
- **Dragon** (String *name*)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Dragon.Dragon** ()

**oopokemon.species.Dragon.Dragon** (String *name*)

---

## Member Function Documentation

**String oopokemon.species.Dragon.interactions** ()

Reimplemented from **oopokemon.species.Engimon** (*p.65*).

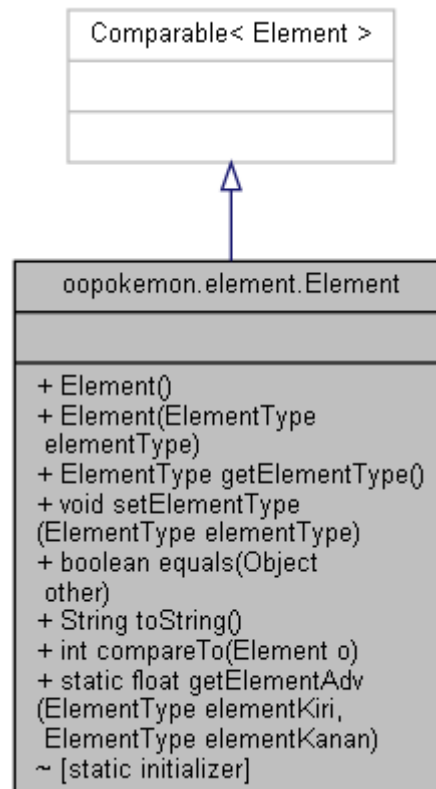
---

The documentation for this class was generated from the following file:

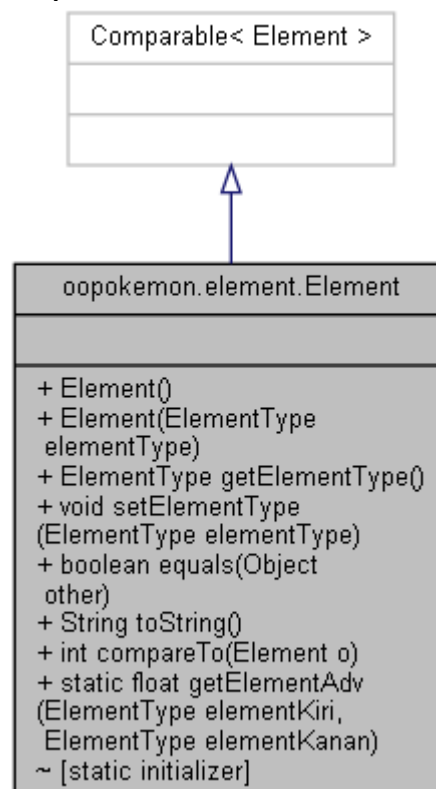
- Juan/TubesOOP2/src/oopokemon/species/**Dragon.java**

## oopokemon.element.Element Class Reference

Inheritance diagram for oopokemon.element.Element:



Collaboration diagram for oopokemon.element.Element:





## Public Member Functions

- **Element ()**
- **Element (ElementType elementType)**
- **ElementType getElementType ()**
- void **setElementType (ElementType elementType)**
- boolean **equals (Object other)**
- String **toString ()**
- int **compareTo (Element o)**

## Static Public Member Functions

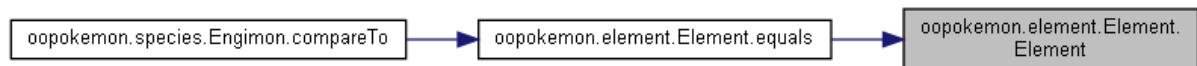
- static float **getElementAdv (ElementType elementKiri, ElementType elementKanan)**

---

## Constructor & Destructor Documentation

### oopokemon.element.Element.Element ()

Here is the caller graph for this function:



### oopokemon.element.Element.Element (ElementType *elementType*)

---

## Member Function Documentation

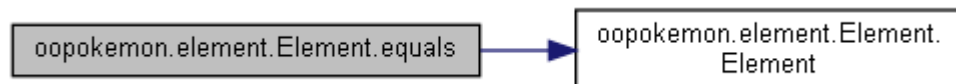
### int oopokemon.element.Element.compareTo (Element *o*)

Here is the caller graph for this function:



### boolean oopokemon.element.Element.equals (Object *other*)

Here is the call graph for this function:

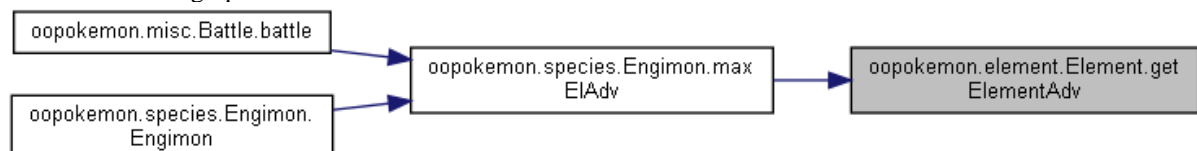


Here is the caller graph for this function:



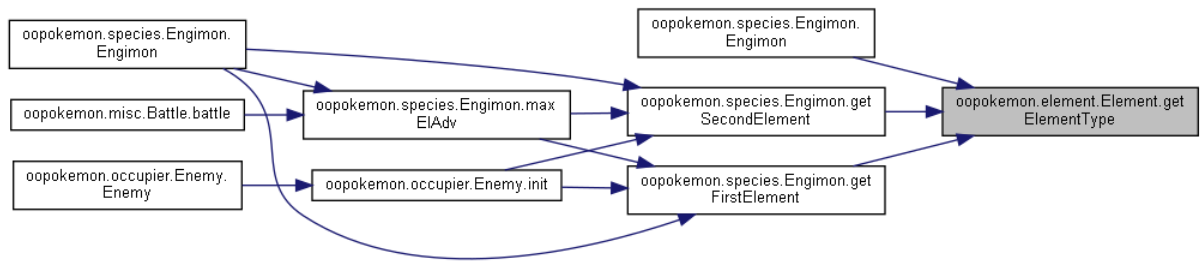
### static float oopokemon.element.Element.getElementAdv (ElementType *elementKiri*, ElementType *elementKanan*) [static]

Here is the caller graph for this function:



### ElementType oopokemon.element.Element.getElementType ()

Here is the caller graph for this function:



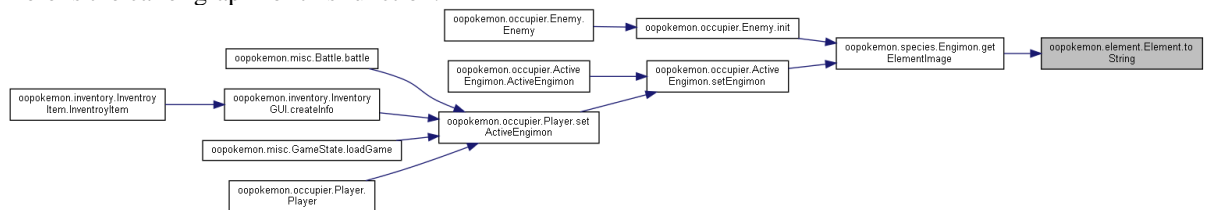
**void oopokemon.element.Element.setElementType (ElementType *elementType*)**

Here is the caller graph for this function:



**String oopokemon.element.Element.toString ()**

Here is the caller graph for this function:

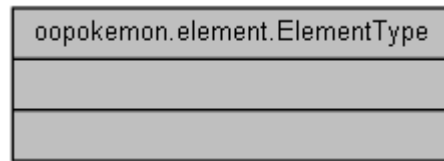


The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/ooPokemon/element/**Element.java**

## oopokemon.element.ElementType Enum Reference

Collaboration diagram for oopokemon.element.ElementType:



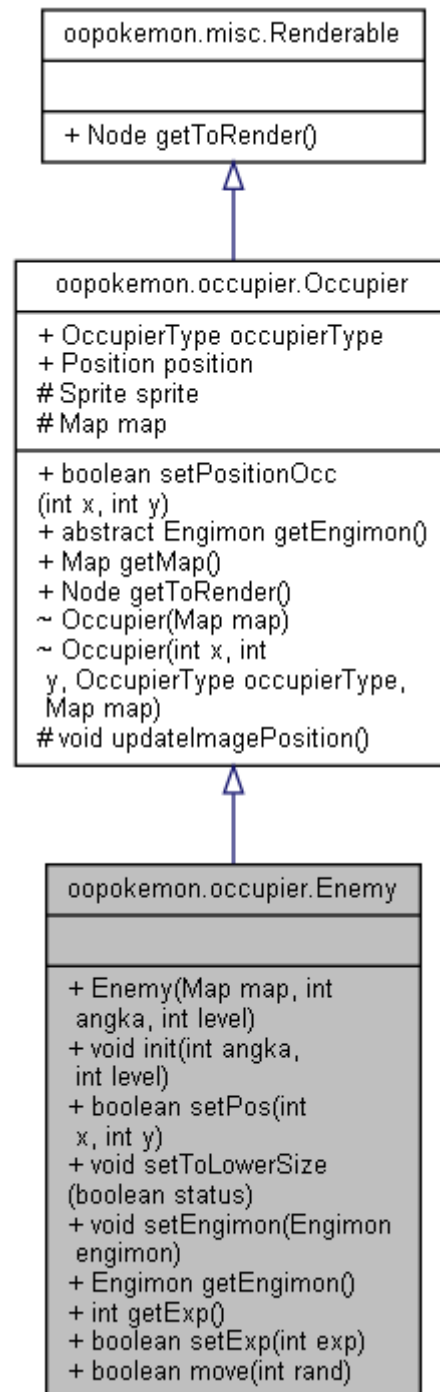
---

The documentation for this enum was generated from the following file:

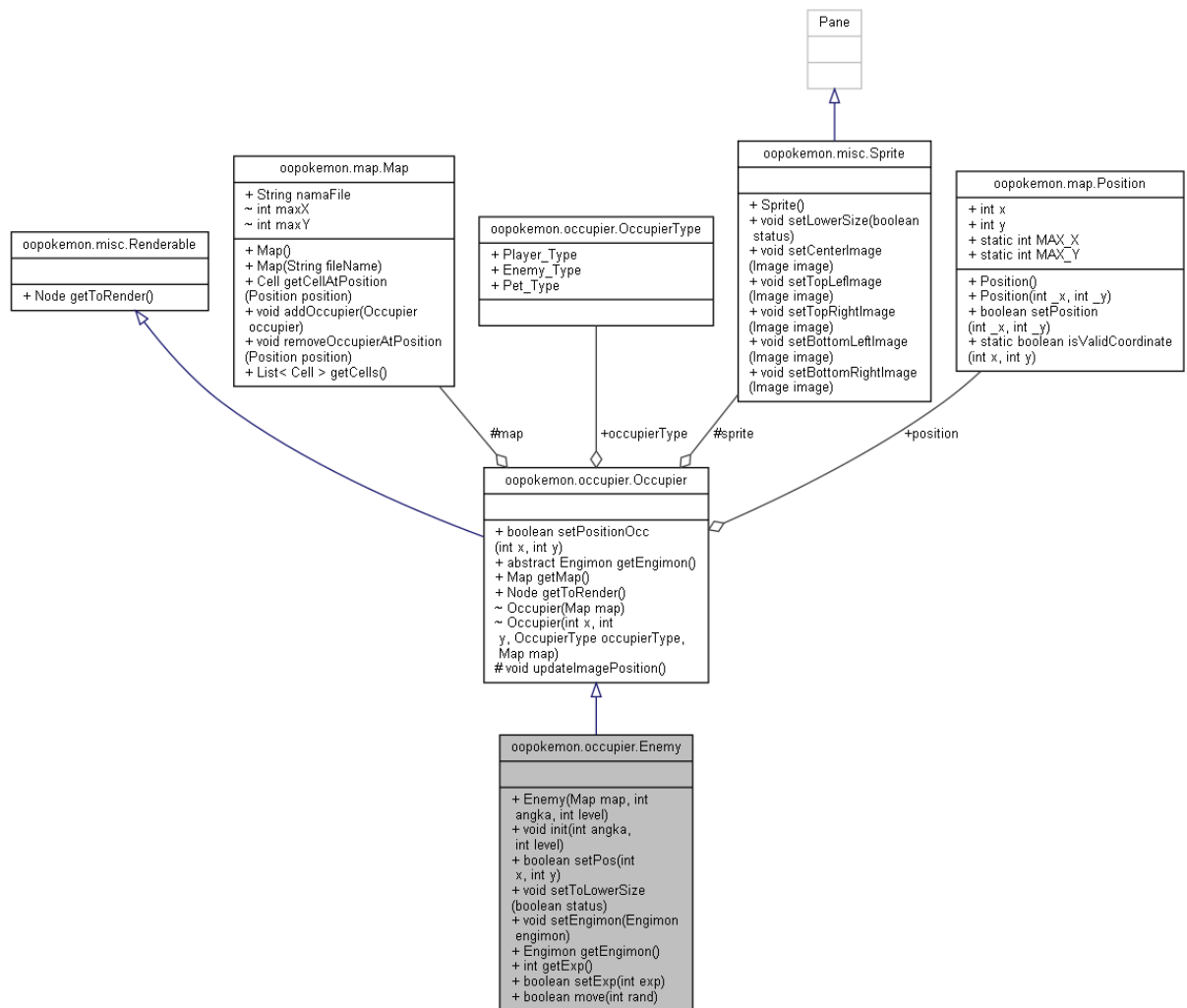
- `Juan/TubesOOP2/src/oopokemon/element/ElementType.java`

## oopokemon.occupier.Enemy Class Reference

Inheritance diagram for oopokemon.occupier.Enemy:



Collaboration diagram for oopokemon.occupier.Enemy:



## Public Member Functions

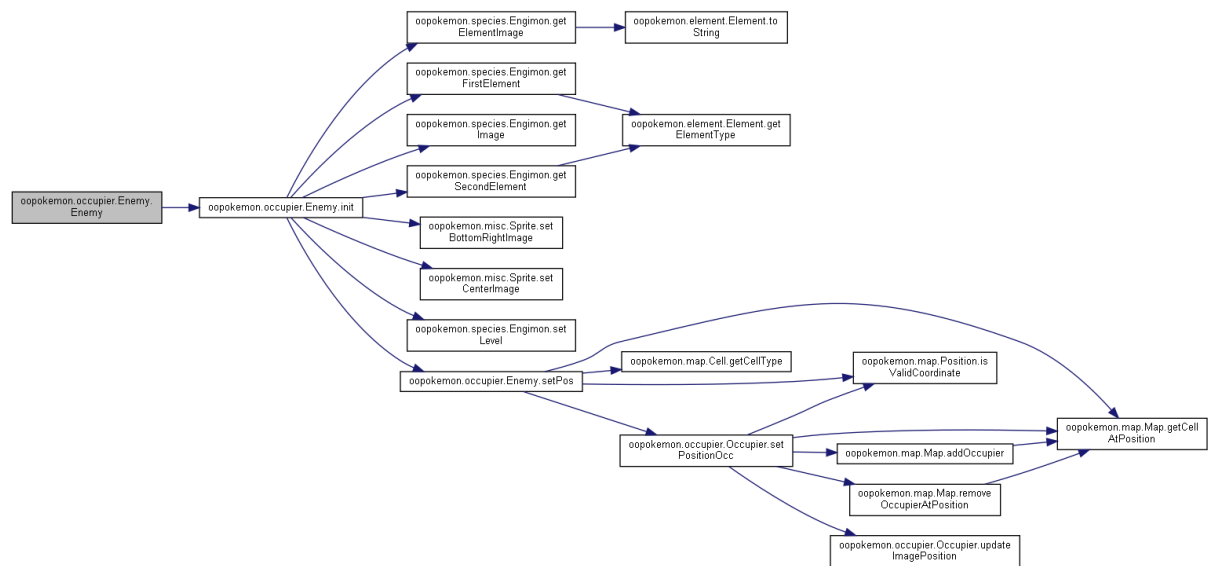
- **Enemy** (**Map** map, int angka, int level) throws NotImplementedException
- void **init** (int angka, int level)
- boolean **setPos** (int x, int y)
- void **setToLowerSize** (boolean status)
- void **setEngimon** (**Engimon** engimon)
- **Engimon** **getEngimon** ()
- int **getExp** ()
- boolean **setExp** (int exp)
- boolean **move** (int rand)

## Additional Inherited Members

## Constructor & Destructor Documentation

**oopokemon.occupier.Enemy.Enemy** (**Map** map, int angka, int level) throws **NotInitializedException**

Here is the call graph for this function:

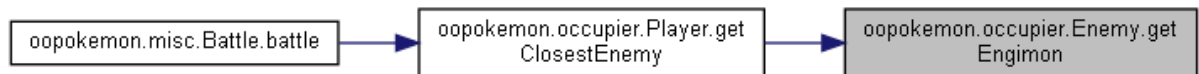


## Member Function Documentation

### Engimon `oopokemon.occupier.Enemy.getEngimon ()`

Reimplemented from `oopokemon.occupier.Occupier` (p.123).

Here is the caller graph for this function:



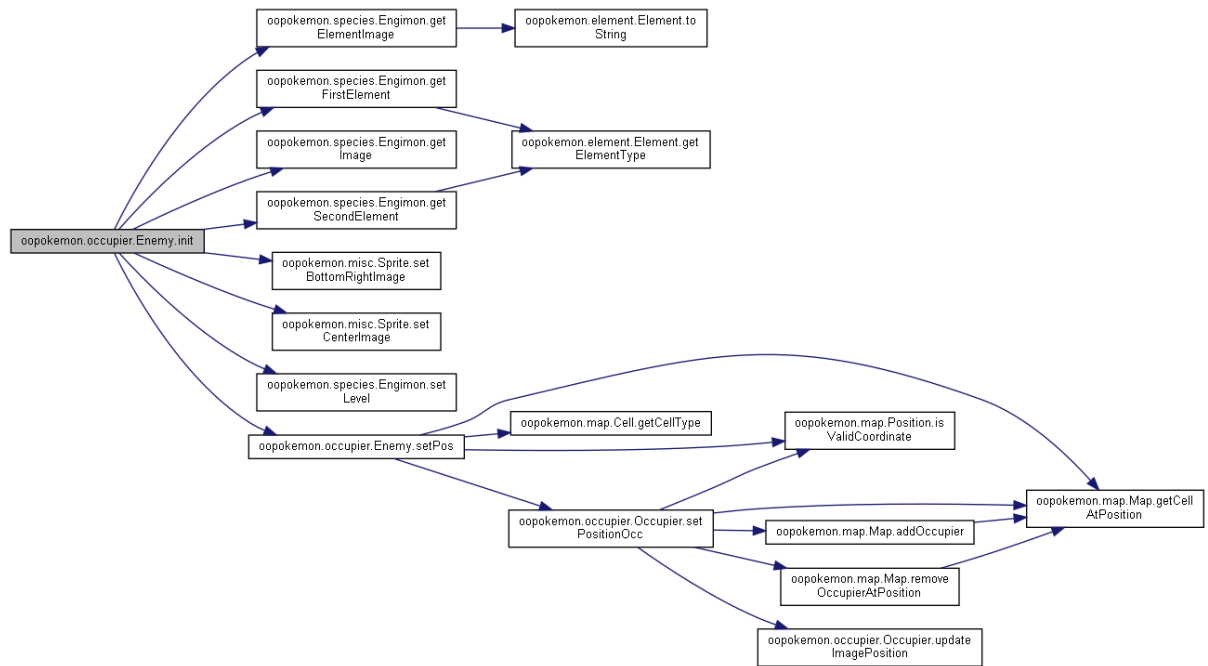
### int `oopokemon.occupier.Enemy.getExp ()`

Here is the call graph for this function:

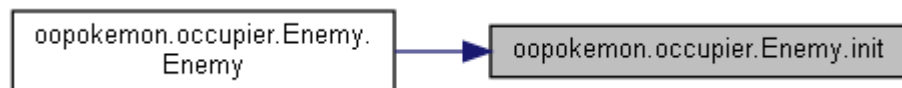


### void `oopokemon.occupier.Enemy.init (int angka, int level)`

Here is the call graph for this function:

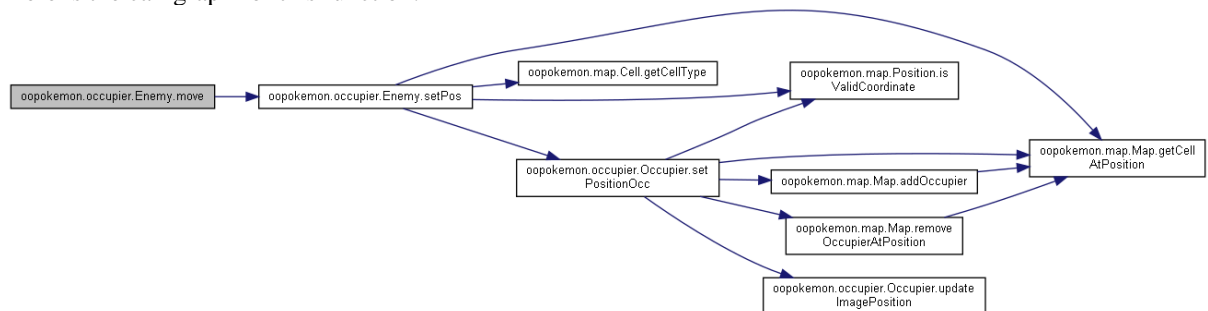


Here is the caller graph for this function:



**boolean oopokemon.occupier.Enemy.move (int rand)**

Here is the call graph for this function:



**void oopokemon.occupier.Enemy.setEngimon (Engimon engimon)**

**boolean oopokemon.occupier.Enemy.setExp (int exp)**

Here is the call graph for this function:

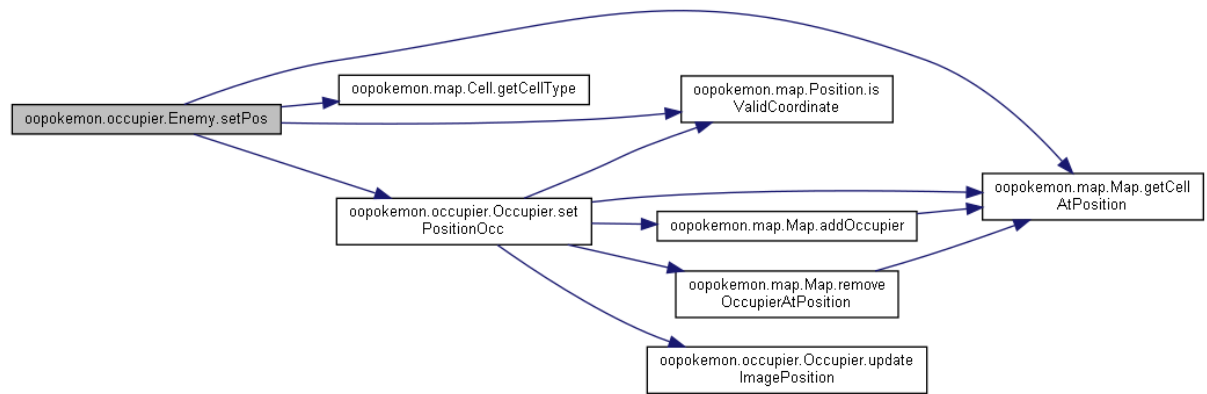


Here is the caller graph for this function:

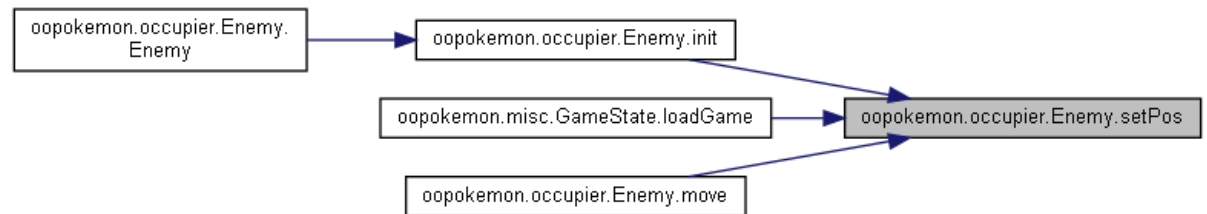


**boolean oopokemon.occupier.Enemy.setPos (int x, int y)**

Here is the call graph for this function:



Here is the caller graph for this function:



**void oopokemon.occupier.Enemy.setToLowerSize (boolean *status*)**

Here is the call graph for this function:



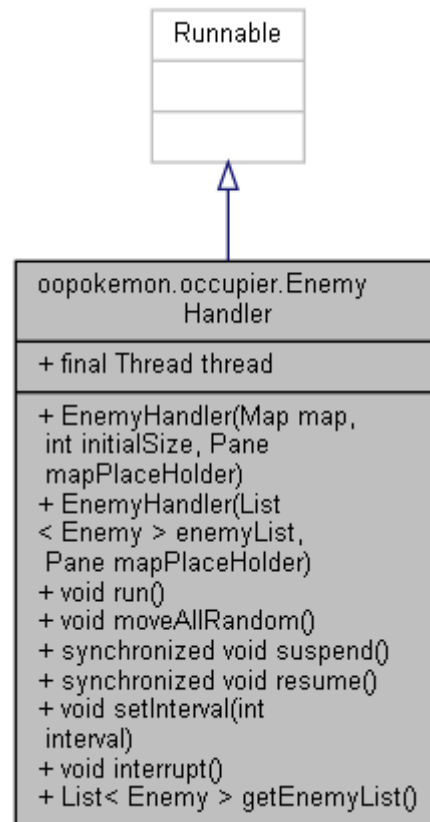
The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/occupier/**Enemy.java**

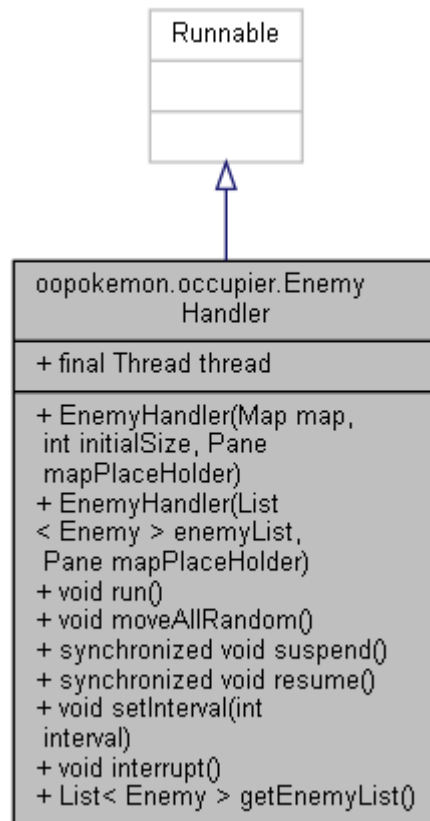


## oopokemon.occupier.EnemyHandler Class Reference

Inheritance diagram for oopokemon.occupier.EnemyHandler:



Collaboration diagram for oopokemon.occupier.EnemyHandler:



## Public Member Functions

- **EnemyHandler** (**Map** map, int initialSize, Pane mapPlaceholder) throws NotInitializedException
- **EnemyHandler** (List< **Enemy** > enemyList, Pane mapPlaceholder)
- void **run** ()
- void **moveAllRandom** ()
- synchronized void **suspend** ()
- synchronized void **resume** ()
- void **setInterval** (int interval)
- void **interrupt** ()
- List< **Enemy** > **getEnemyList** ()

## Public Attributes

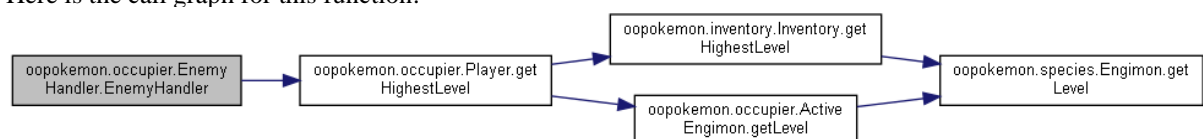
- final Thread **thread**

---

## Constructor & Destructor Documentation

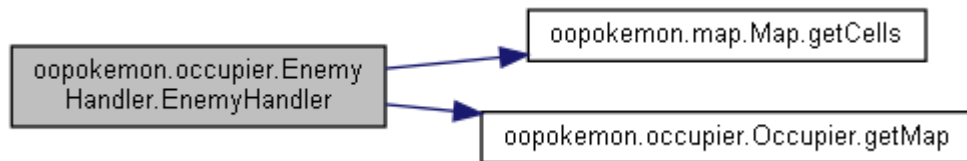
**oopokemon.occupier.EnemyHandler.EnemyHandler (Map *map*, int *initialSize*, Pane *mapPlaceholder*)** throws **NotInitializedException**

Here is the call graph for this function:



**oopokemon.occupier.EnemyHandler.EnemyHandler (List< Enemy > enemyList, Pane mapPlaceholder)**

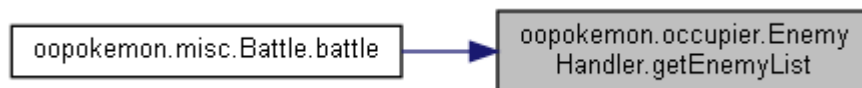
Here is the call graph for this function:



## Member Function Documentation

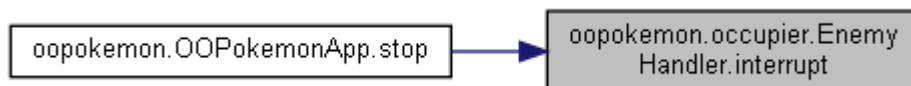
**List<Enemy> oopokemon.occupier.EnemyHandler.getEnemyList ()**

Here is the caller graph for this function:



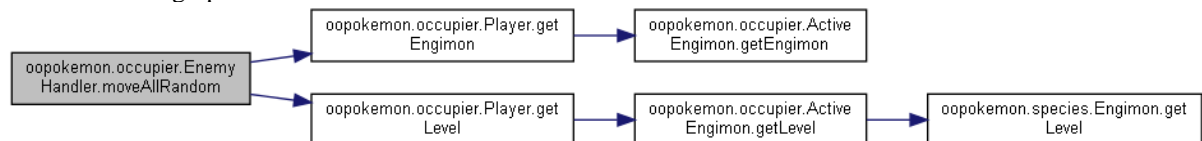
**void oopokemon.occupier.EnemyHandler.interrupt ()**

Here is the caller graph for this function:



**void oopokemon.occupier.EnemyHandler.moveAllRandom ()**

Here is the call graph for this function:



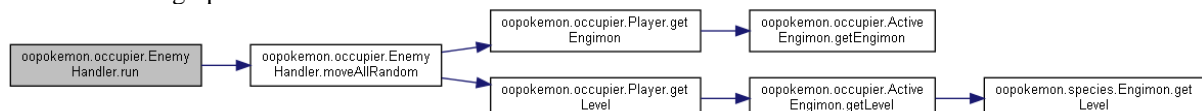
Here is the caller graph for this function:



**synchronized void oopokemon.occupier.EnemyHandler.resume ()**

**void oopokemon.occupier.EnemyHandler.run ()**

Here is the call graph for this function:



**void oopokemon.occupier.EnemyHandler.setInterval (int interval)**

**synchronized void oopokemon.occupier.EnemyHandler.suspend ()**

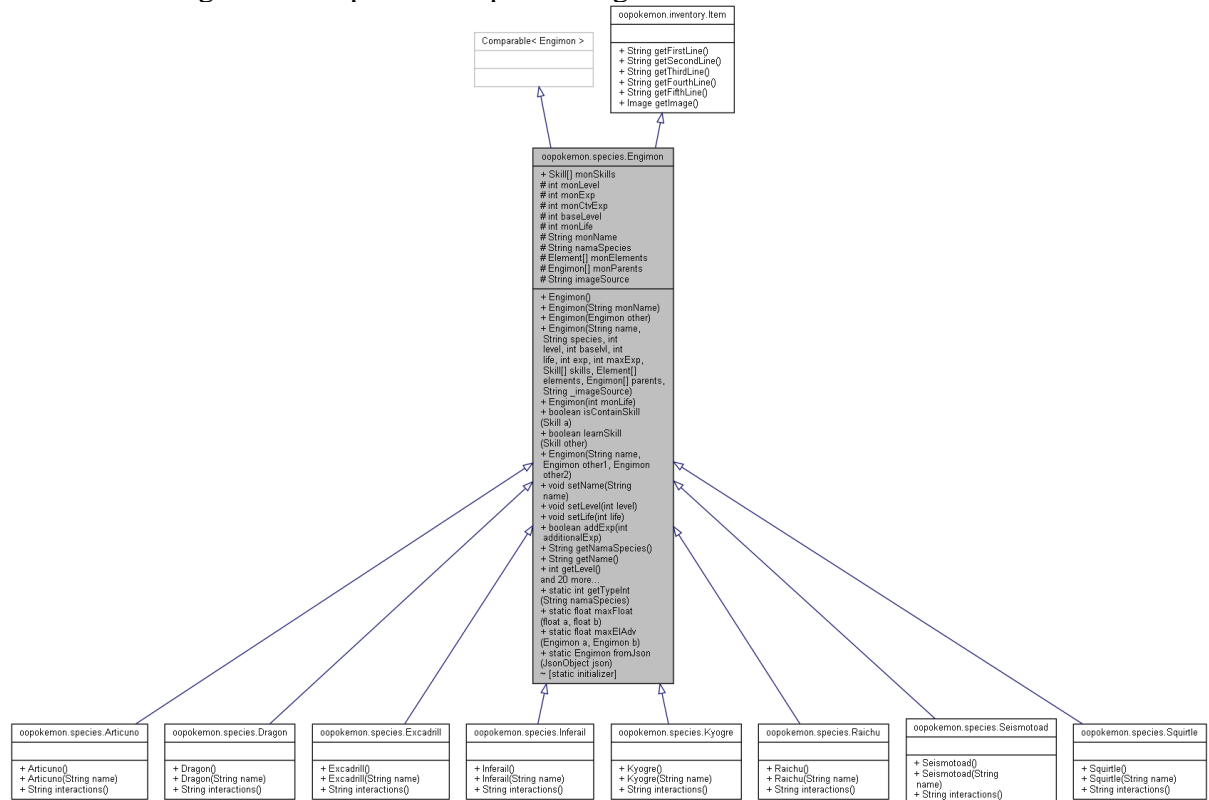
## Member Data Documentation

**final Thread oopokemon.occupier.EnemyHandler.thread**

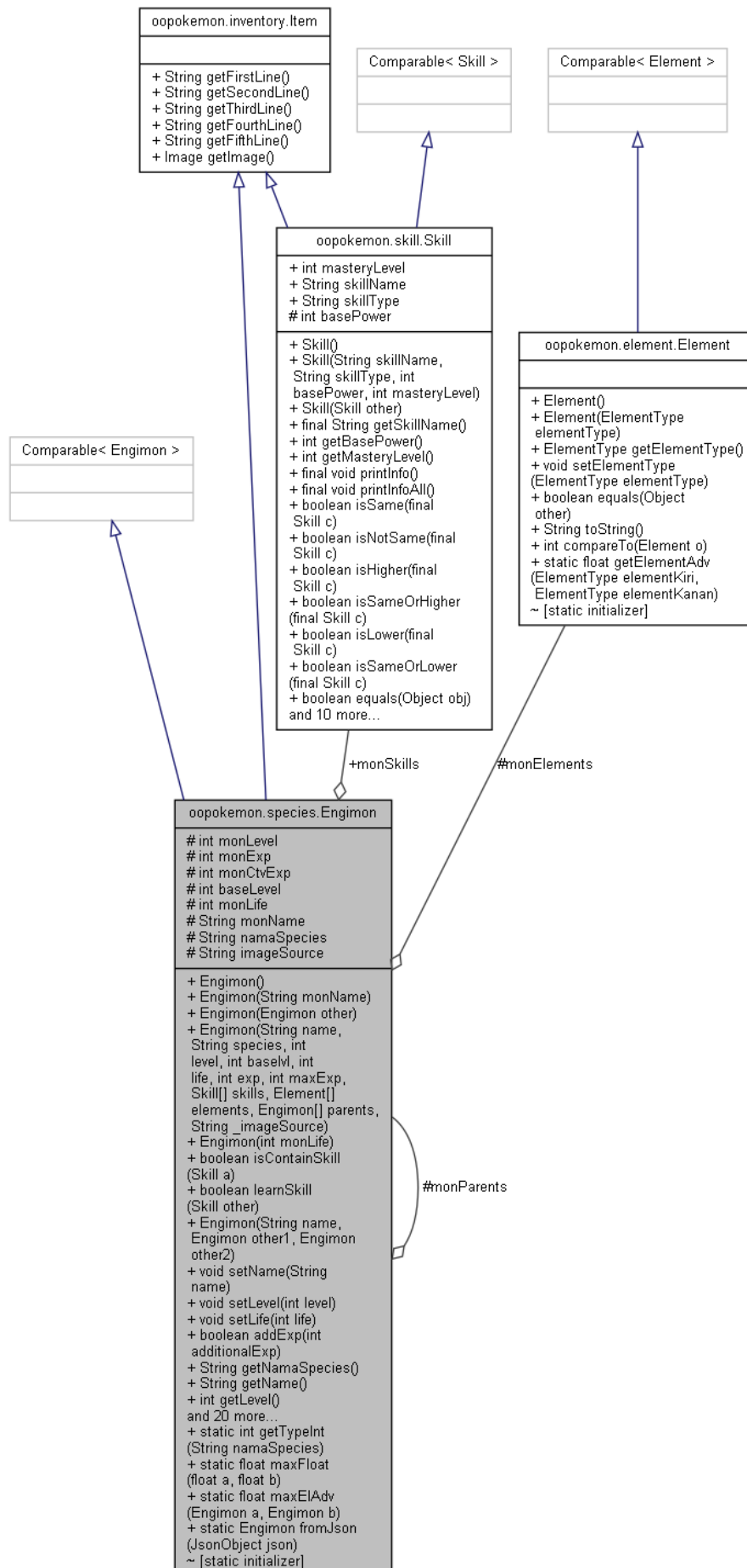
**The documentation for this class was generated from the following file:**

- `Juan/TubesOOP2/src/oopokemon/occupier/EnemyHandler.java`

Inheritance diagram for oopokemon.species.Engimon:



Collaboration diagram for oopokemon.species.Engimon:



## Public Member Functions

- **Engimon** ()
- **Engimon** (String **monName**)
- **Engimon** (**Engimon** other)
- **Engimon** (String name, String species, int level, int baseLv1, int life, int exp, int maxExp, **Skill**[] skills, **Element**[] elements, **Engimon**[] parents, String \_imageSource)
- **Engimon** (int **monLife**)
- boolean **isContainSkill** (**Skill** a)
- boolean **learnSkill** (**Skill** other)
- **Engimon** (String name, **Engimon** other1, **Engimon** other2)
- void **setName** (String name)
- void **setLevel** (int level)
- void **setLife** (int life)
- boolean **addExp** (int additionalExp)
- String **getNamaSpecies** ()
- String **getName** ()
- int **getLevel** ()
- int **getBaseLevel** ()
- int **getLife** ()
- int **getExp** ()
- **ElementType** **getFirstElement** ()
- **ElementType** **getSecondElement** ()
- float **sumSkillPower** ()
- void **printInfo** ()
- void **printInfoSafe** ()
- void **printInfoSkill** ()
- Image **getImage** ()
- Image **getElementImage** ()
- String **toJson** ()
- String **toString** ()
- int **compareTo** (**Engimon** o)
- String **getFirstLine** ()
- String **getSecondLine** ()
- String **getThirdLine** ()
- String **getFourthLine** ()
- String **getFifthLine** ()
- String **interactions** ()

## Static Public Member Functions

- static int **getTypeInt** (String **namaSpecies**)
- static float **maxFloat** (float a, float b)
- static float **maxElAdv** (**Engimon** a, **Engimon** b)
- static **Engimon** **fromJson** (JsonObject json)

## Public Attributes

- **Skill**[] **monSkills**

## Protected Attributes

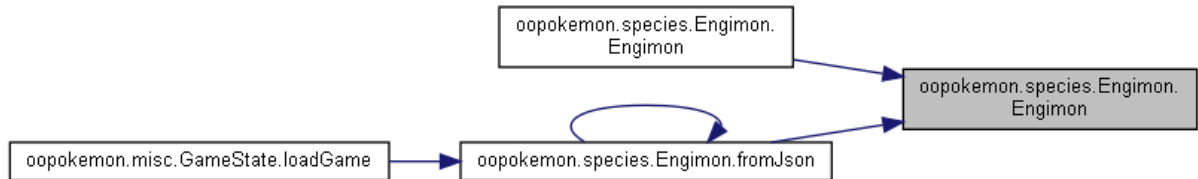
- int **monLevel**
- int **monExp**
- int **monCtvExp**
- int **baseLevel**
- int **monLife**

- String **monName**
- String **namaSpecies**
- **Element[]** **monElements**
- **Engimon[]** **monParents**
- String **imageSource**

## Constructor & Destructor Documentation

### **oopokemon.species.Engimon.Engimon ()**

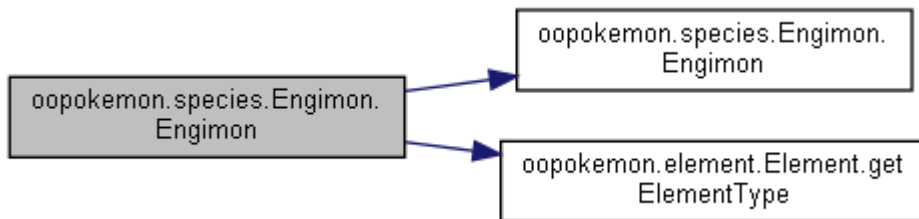
Here is the caller graph for this function:



### **oopokemon.species.Engimon.Engimon (String *monName*)**

### **oopokemon.species.Engimon.Engimon (Engimon *other*)**

Here is the call graph for this function:



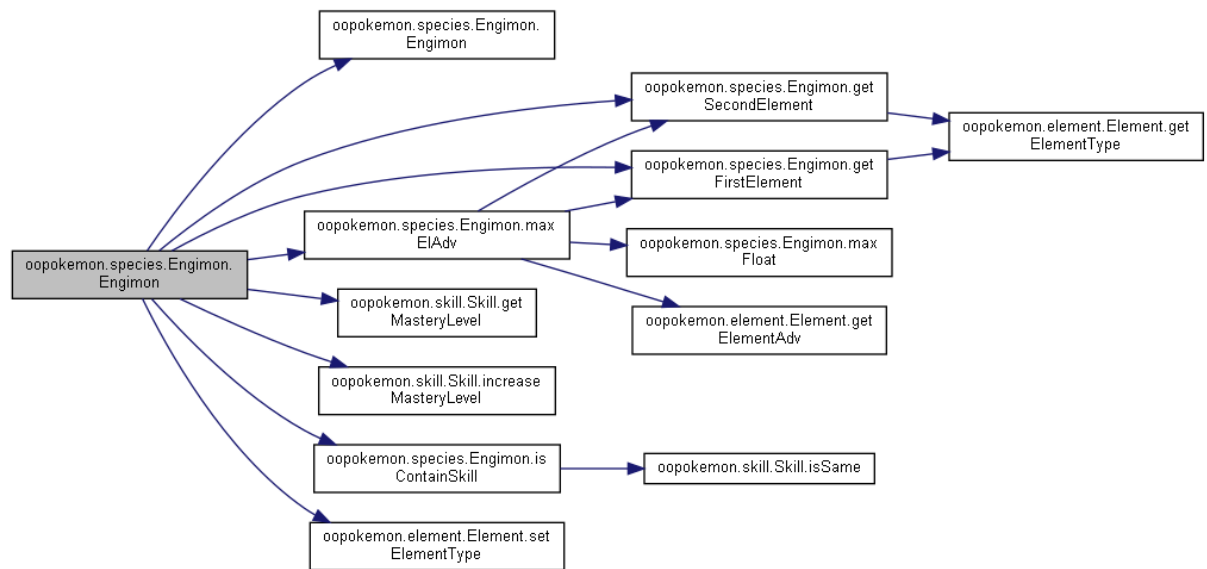
**oopokemon.species.Engimon.Engimon (String *name*, String *species*, int *level*, int *baseLv*, int *life*, int *exp*, int *maxExp*, Skill[] *skills*, Element[] *elements*, Engimon[] *parents*, String *\_imageSource*)**

### **oopokemon.species.Engimon.Engimon (int *monLife*)**

### **oopokemon.species.Engimon.Engimon (String *name*, Engimon *other1*, Engimon *other2*)**

Here is the call graph for this function:

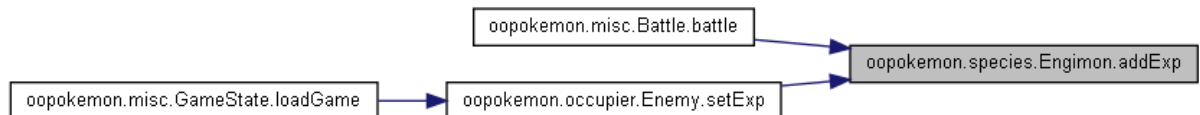




## Member Function Documentation

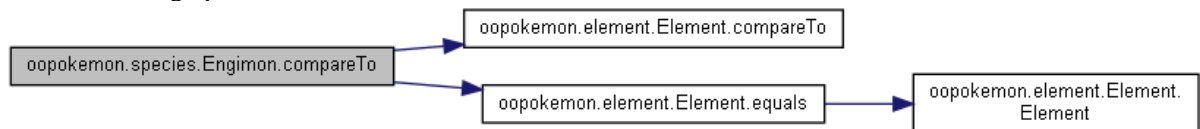
**boolean oopokemon.species.Engimon.addExp (int *additionalExp*)**

Here is the caller graph for this function:



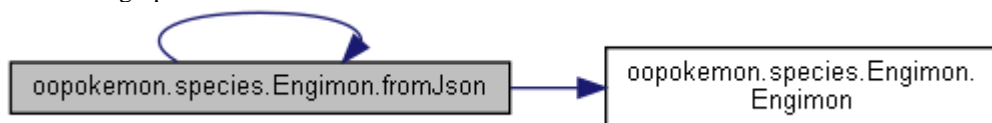
**int oopokemon.species.Engimon.compareTo (Engimon o)**

Here is the call graph for this function:



**static Engimon oopokemon.species.Engimon.fromJson (JsonObject json)[static]**

Here is the call graph for this function:



Here is the caller graph for this function:



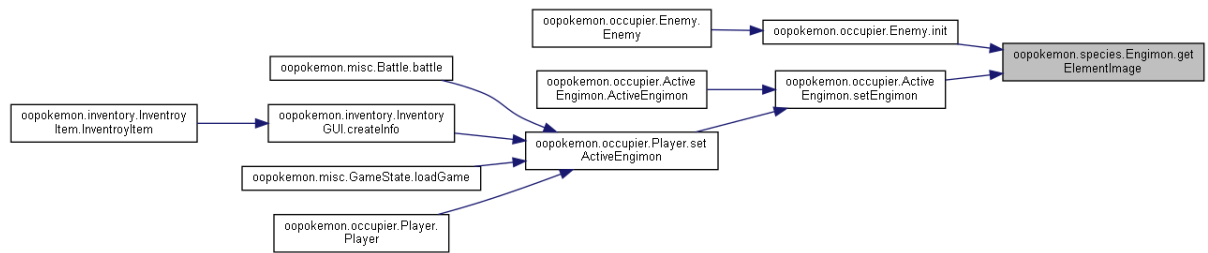
**int oopokemon.species.Engimon.getBaseLevel ()**

**Image oopokemon.species.Engimon.getElementImage ()**

Here is the call graph for this function:



Here is the caller graph for this function:



### int oopokemon.species.Engimon.getExp ()

Here is the caller graph for this function:



### String oopokemon.species.Engimon.getFifthLine ()

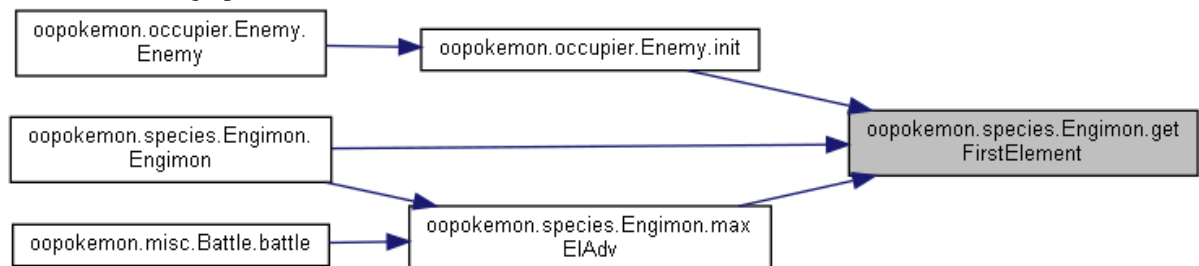
Implements **oopokemon.inventory.Item** (p.102).

### ElementType oopokemon.species.Engimon.getFirstElement ()

Here is the call graph for this function:



Here is the caller graph for this function:



### String oopokemon.species.Engimon.getFirstLine ()

Implements **oopokemon.inventory.Item** (p.102).

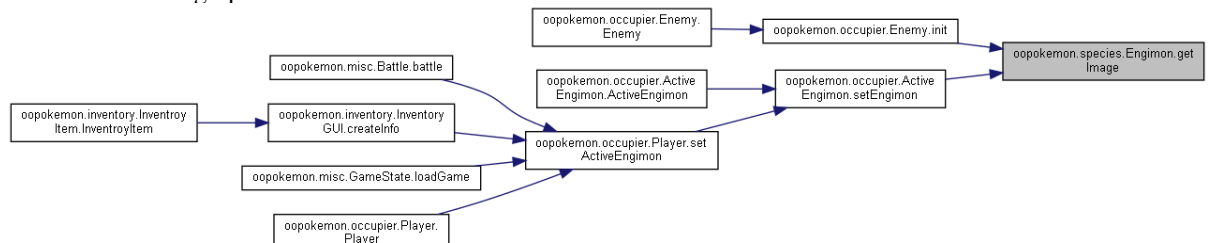
### String oopokemon.species.Engimon.getFourthLine ()

Implements **oopokemon.inventory.Item** (p.103).

### Image oopokemon.species.Engimon.getImage ()

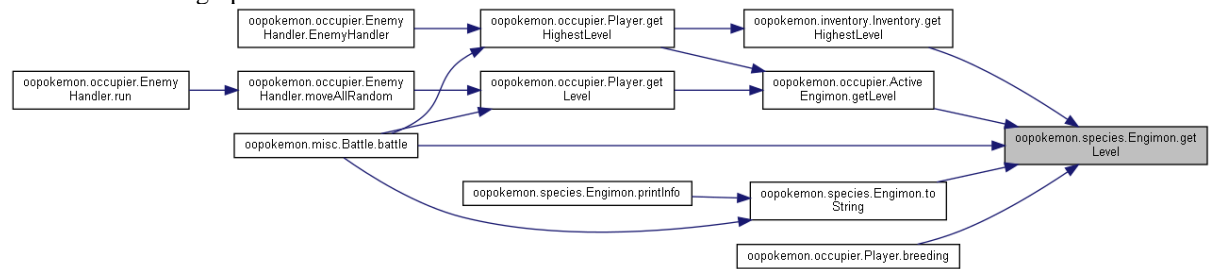
Implements **oopokemon.inventory.Item** (p.103).

Here is the caller graph for this function:



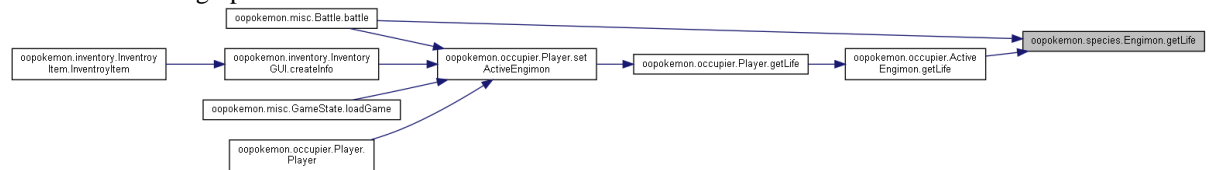
### int oopokemon.species.Engimon.getLevel ()

Here is the caller graph for this function:



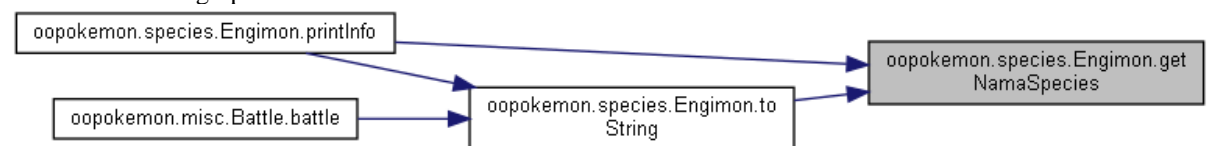
### int oopokemon.species.Engimon.getLife ()

Here is the caller graph for this function:



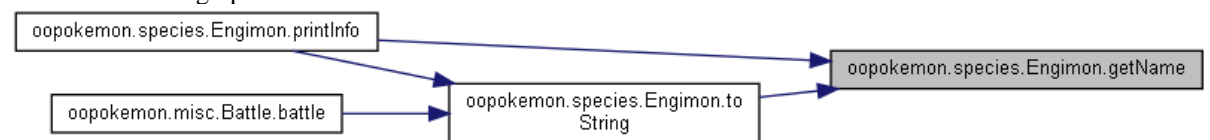
### String oopokemon.species.Engimon.getNamaSpecies ()

Here is the caller graph for this function:



### String oopokemon.species.Engimon.getName ()

Here is the caller graph for this function:

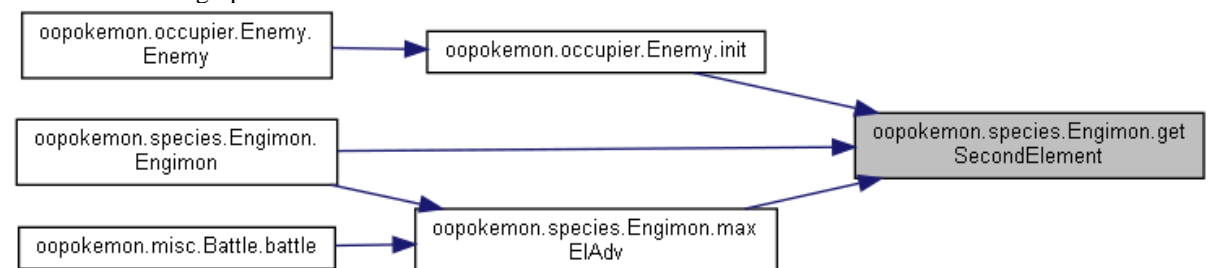


### ElementType oopokemon.species.Engimon.getSecondElement ()

Here is the call graph for this function:



Here is the caller graph for this function:



### String oopokemon.species.Engimon.getSecondLine ()

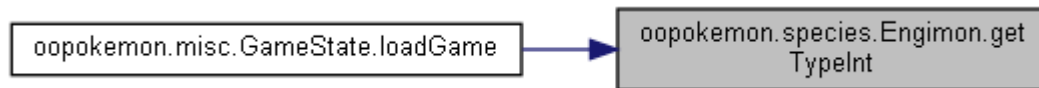
Implements **oopokemon.inventory.Item** (p.103).

## String oopokemon.species.Engimon.getThirdLine ()

Implements **oopokemon.inventory.Item** (p.103).

**static int oopokemon.species.Engimon.getTypeInt (String namaSpecies)[static]**

Here is the caller graph for this function:



## String oopokemon.species.Engimon.interactions ()

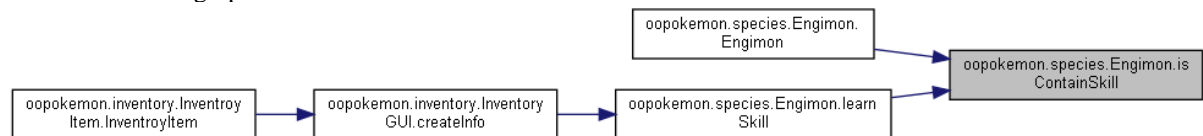
Reimplemented in **oopokemon.species.Squirtle** (p.168), **oopokemon.species.Seismotoad** (p.151), **oopokemon.species.Raichu** (p.142), **oopokemon.species.Kyogre** (p.108), **oopokemon.species.Inferail** (p.89), **oopokemon.species.Excadrill** (p.73), **oopokemon.species.Dragon** (p.44), and **oopokemon.species.Articuno** (p.27).

**boolean oopokemon.species.Engimon.isContainSkill (Skill a)**

Here is the call graph for this function:

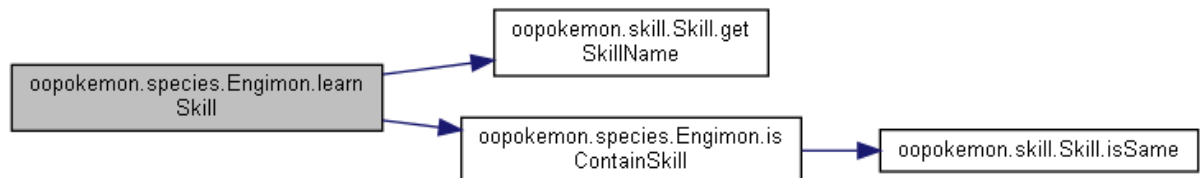


Here is the caller graph for this function:

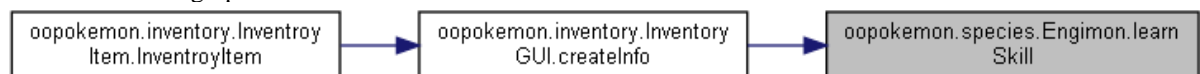


**boolean oopokemon.species.Engimon.learnSkill (Skill other)**

Here is the call graph for this function:

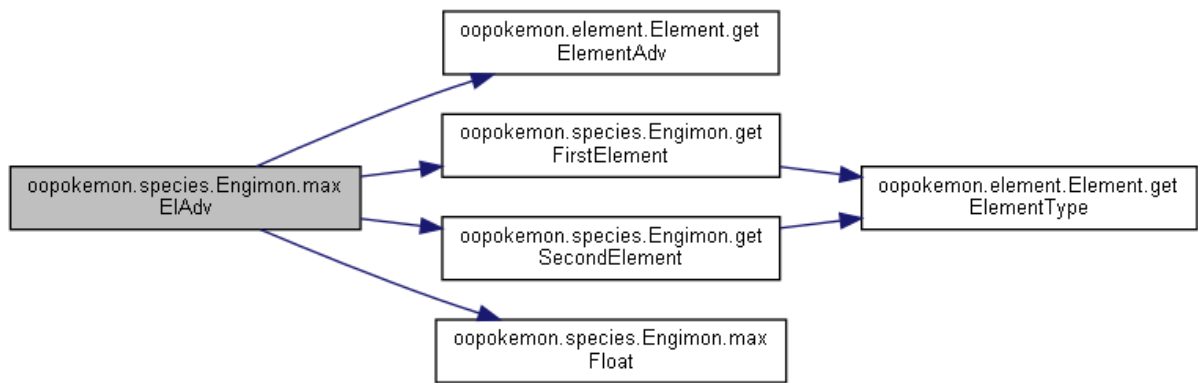


Here is the caller graph for this function:

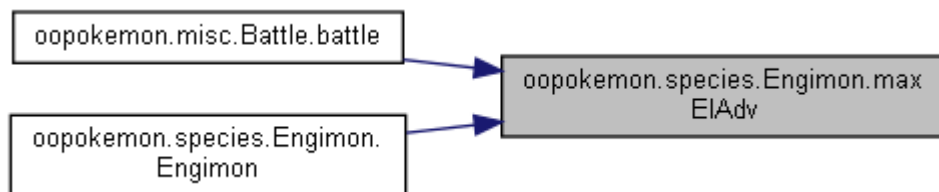


**static float oopokemon.species.Engimon.maxEIAdv (Engimon a, Engimon b)[static]**

Here is the call graph for this function:

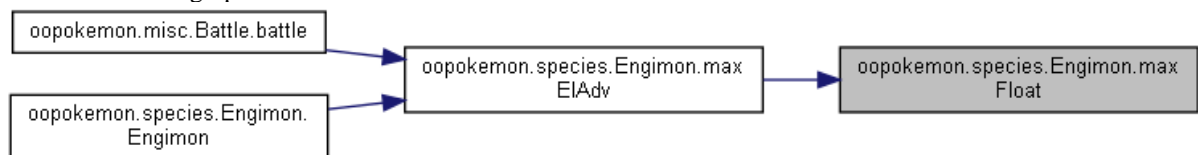


Here is the caller graph for this function:



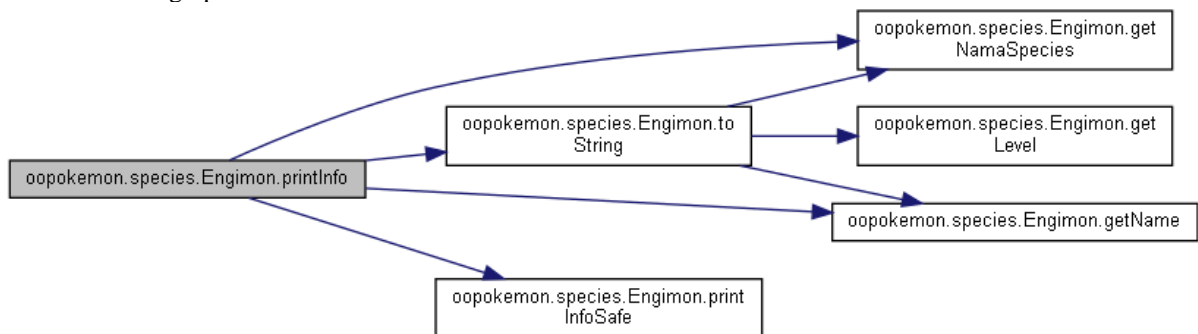
**static float oopokemon.species.Engimon.maxFloat (float a, float b)[static]**

Here is the caller graph for this function:



**void oopokemon.species.Engimon.printInfo ()**

Here is the call graph for this function:



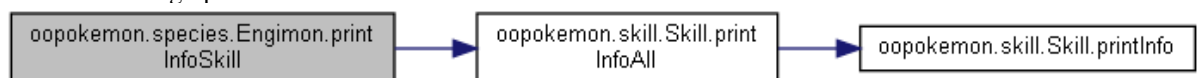
**void oopokemon.species.Engimon.printInfoSafe ()**

Here is the caller graph for this function:



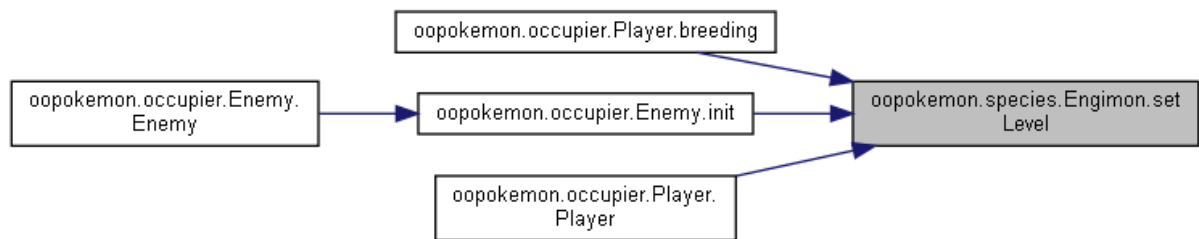
**void oopokemon.species.Engimon.printInfoSkill ()**

Here is the call graph for this function:



**void oopokemon.species.Engimon.setLevel (int level)**

Here is the caller graph for this function:



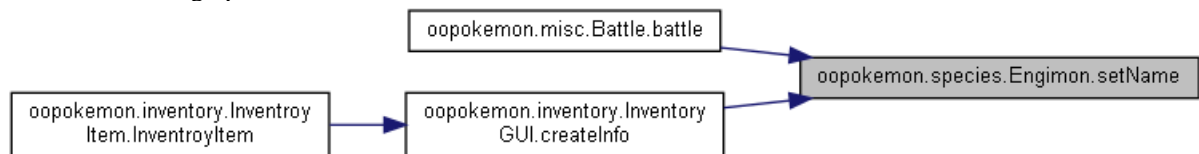
### **void oopokemon.species.Engimon.setLife (int life)**

Here is the caller graph for this function:



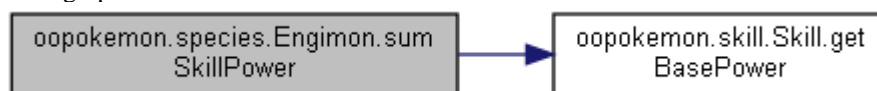
### **void oopokemon.species.Engimon.setName (String name)**

Here is the caller graph for this function:



### **float oopokemon.species.Engimon.sumSkillPower ()**

Here is the call graph for this function:



Here is the caller graph for this function:

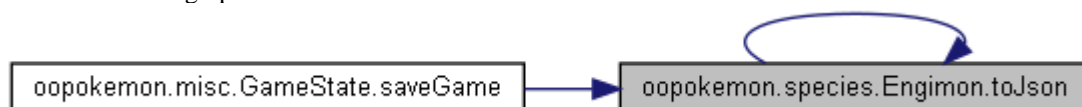


### **String oopokemon.species.Engimon.toJson ()**

Here is the call graph for this function:

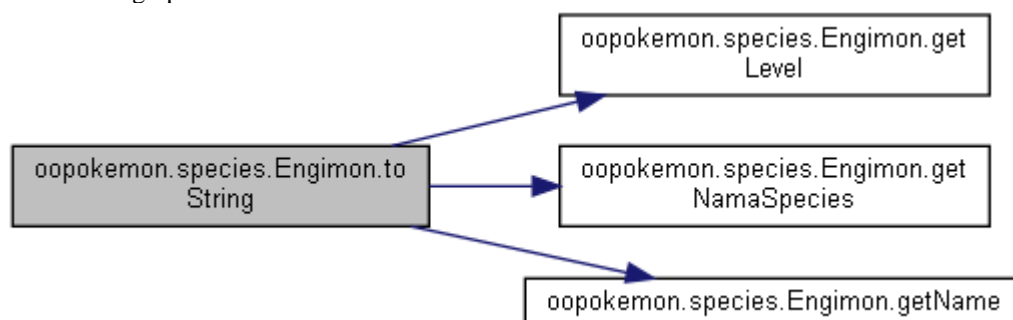


Here is the caller graph for this function:

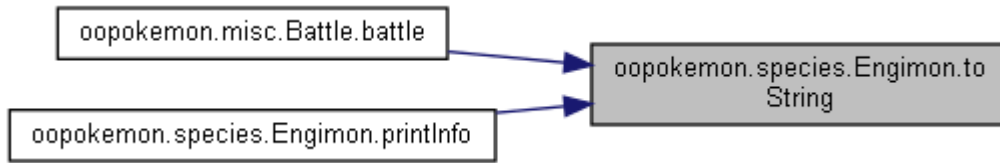


### **String oopokemon.species.Engimon.toString ()**

Here is the call graph for this function:



Here is the caller graph for this function:



---

## Member Data Documentation

**int oopokemon.species.Engimon.baseLevel** [protected]

**String oopokemon.species.Engimon.imageSource** [protected]

**int oopokemon.species.Engimon.monCtvExp** [protected]

**Element [] oopokemon.species.Engimon.monElements** [protected]

**int oopokemon.species.Engimon.monExp** [protected]

**int oopokemon.species.Engimon.monLevel** [protected]

**int oopokemon.species.Engimon.monLife** [protected]

**String oopokemon.species.Engimon.monName** [protected]

**Engimon [] oopokemon.species.Engimon.monParents** [protected]

**Skill [] oopokemon.species.Engimon.monSkills**

**String oopokemon.species.Engimon.namaSpecies** [protected]

---

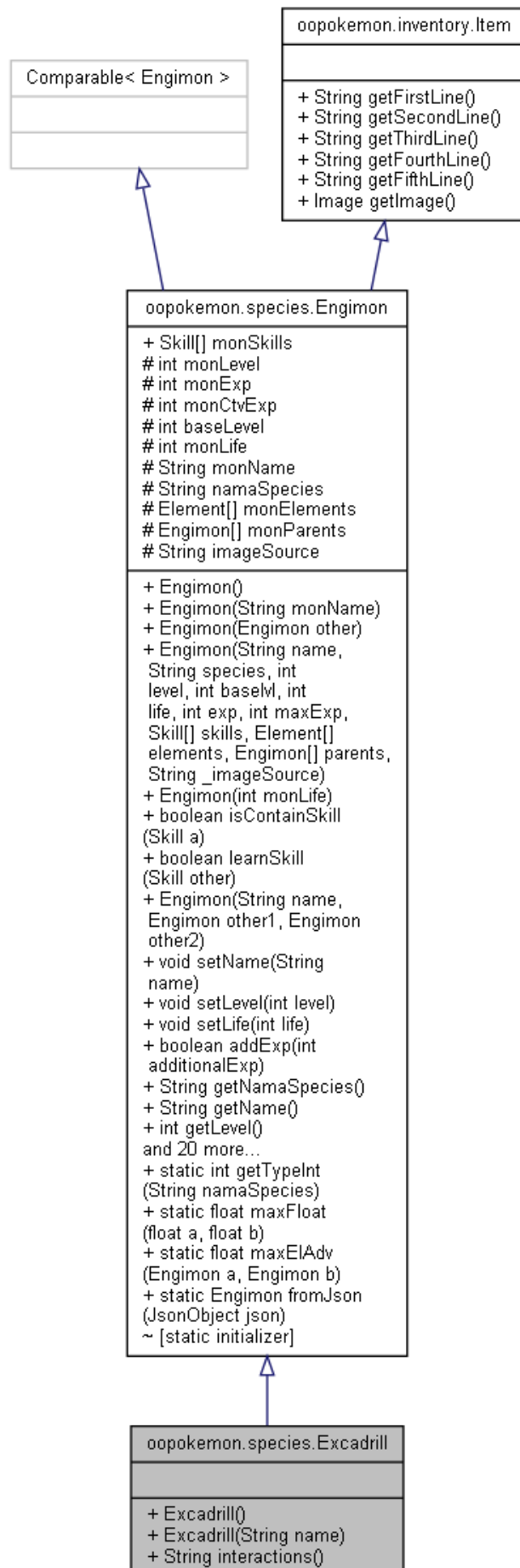
The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/species/Engimon.java

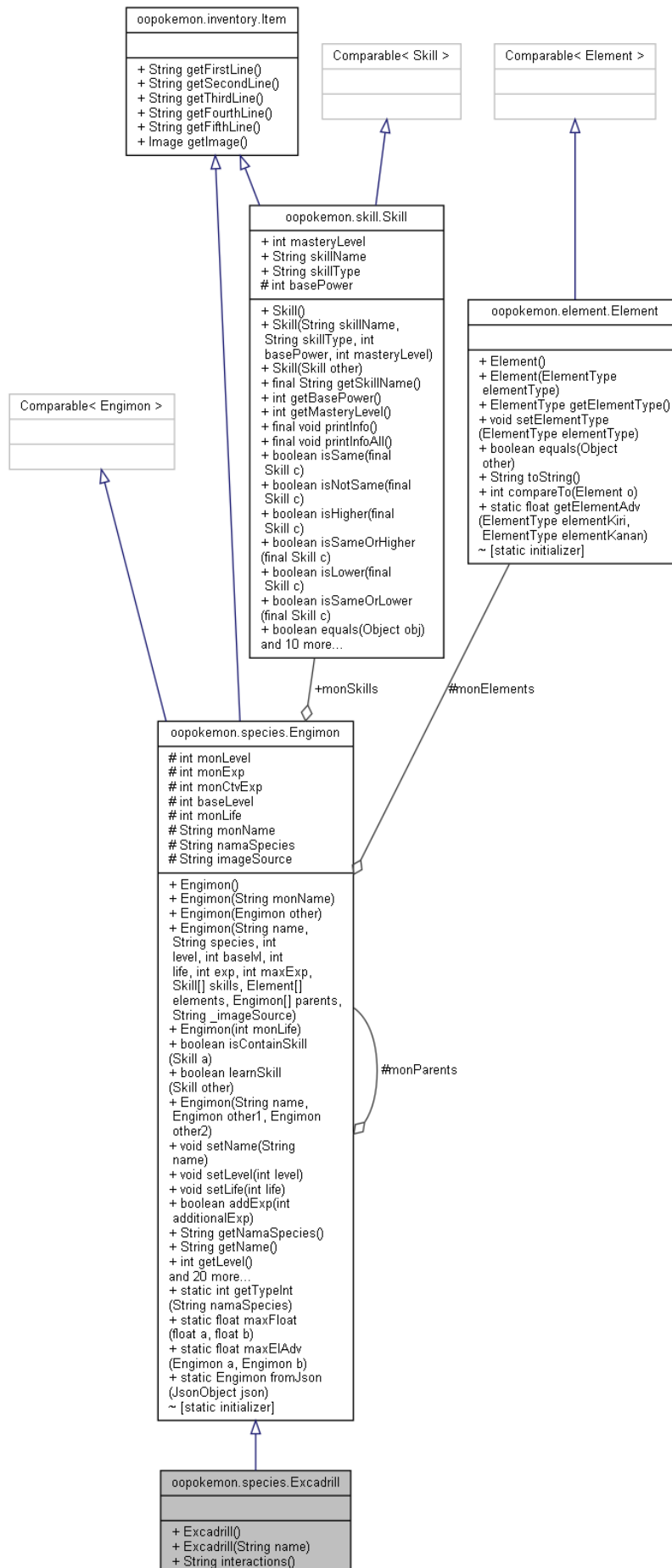
## **oopokemon.species.Excadrill Class Reference**

Inheritance diagram for oopokemon.species.Excadrill:





Collaboration diagram for oopokemon.species.Excadrill:



## Public Member Functions

- **Excadrill** ()
- **Excadrill** (String name)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Excadrill.Excadrill ()**

**oopokemon.species.Excadrill.Excadrill (String name)**

---

## Member Function Documentation

**String oopokemon.species.Excadrill.interactions ()**

Reimplemented from **oopokemon.species.Engimon** (p.65).

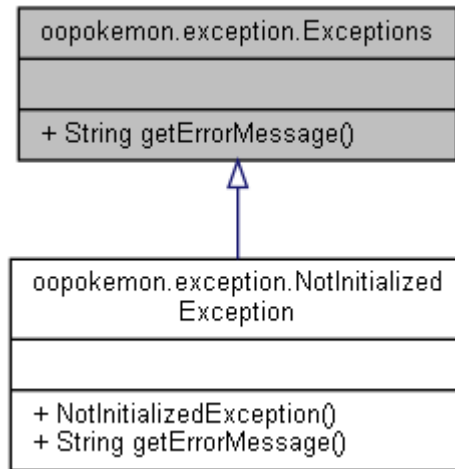
---

The documentation for this class was generated from the following file:

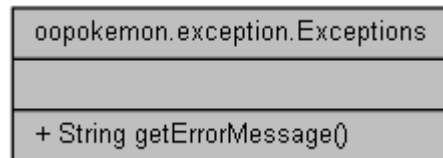
- Juan/TubesOOP2/src/oopokemon/species/**Excadrill.java**

## oopokemon.exception.Exceptions Interface Reference

Inheritance diagram for oopokemon.exception.Exceptions:



Collaboration diagram for oopokemon.exception.Exceptions:



### Public Member Functions

- `String getErrorMessage ()`

---

### Member Function Documentation

**String oopokemon.exception.Exceptions.getErrorMessage ()**

Implemented in **oopokemon.exception.NotInitializedException** (*p.120*).

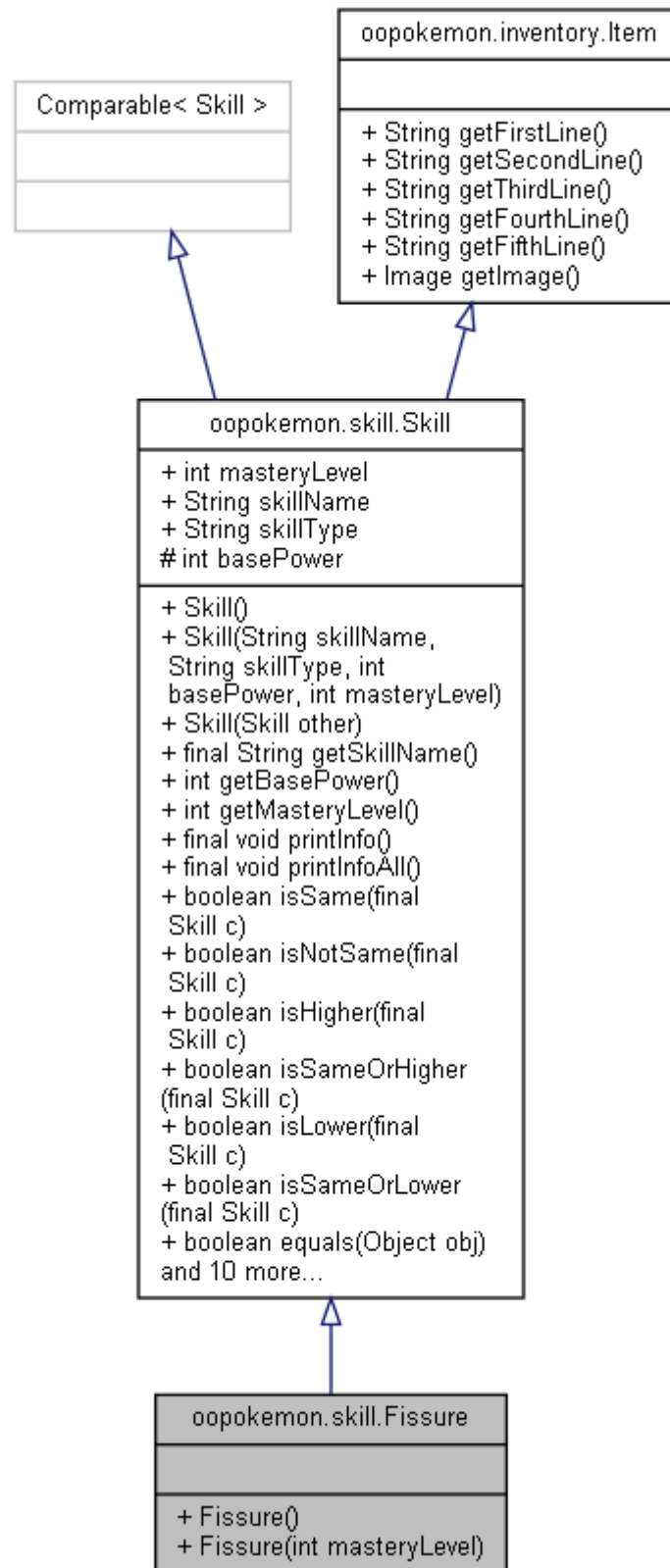
---

The documentation for this interface was generated from the following file:

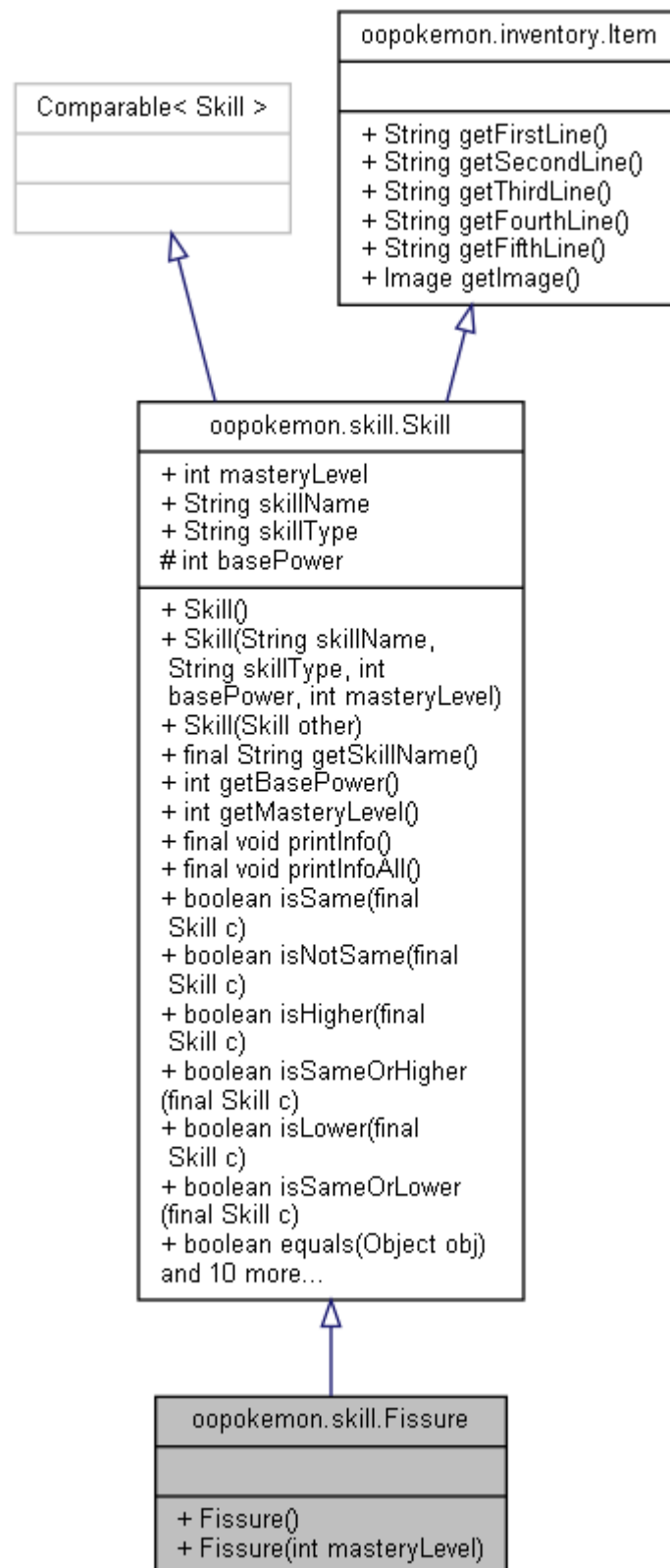
- `Juan/TubesOOP2/src/oopokemon/exception/Exceptions.java`

## oopokemon.skill.Fissure Class Reference

Inheritance diagram for oopokemon.skill.Fissure:



Collaboration diagram for oopokemon.skill.Fissure:



## Public Member Functions

- **Fissure ()**
- **Fissure (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`oopokemon.skill.Fissure.Fissure ()`

`oopokemon.skill.Fissure.Fissure (int masteryLevel)`

---

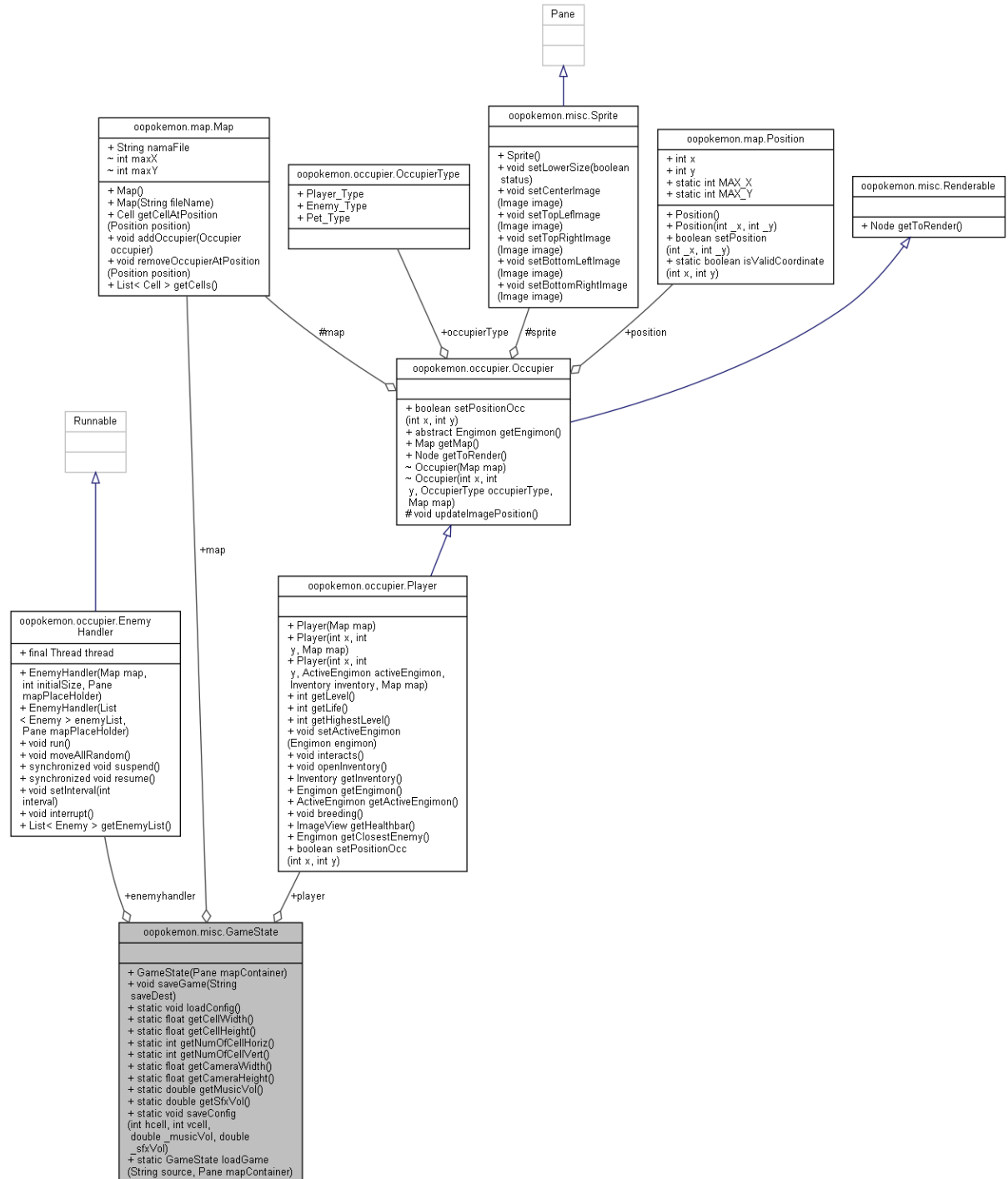
The documentation for this class was generated from the following file:

- `Juan/TubesOOP2/src/oopokemon/skill/Fissure.java`



# oopokemon.misc.GameState Class Reference

Collaboration diagram for oopokemon.misc.GameState:



## Public Member Functions

- **GameState** (Pane mapContainer)
- **void saveGame** (String saveDest)

## Static Public Member Functions

- **static void loadConfig** ()

- static float **getCellWidth** ()
- static float **getCellHeight** ()
- static int **getNumOfCellHoriz** ()
- static int **getNumOfCellVert** ()
- static float **getCameraWidth** ()
- static float **getCameraHeight** ()
- static double **getMusicVol** ()
- static double **getSfxVol** ()
- static void **saveConfig** (int hcell, int vcell, double \_musicVol, double \_sfxVol)
- static **GameState** **loadGame** (String source, Pane mapContainer) throws  
NotInitializedException

## Public Attributes

- **Map** map
- **Player** player
- **EnemyHandler** enemyhandler

---

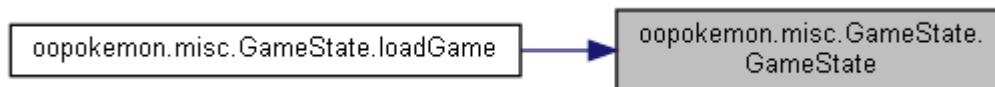
## Constructor & Destructor Documentation

### oopokemon.misc.GameState.GameState (Pane *mapContainer*)

Here is the call graph for this function:



Here is the caller graph for this function:



## Member Function Documentation

**static float oopokemon.misc.GameState.getCameraHeight () [static]**

**static float oopokemon.misc.GameState.getCameraWidth () [static]**

**static float oopokemon.misc.GameState.getCellHeight () [static]**

**static float oopokemon.misc.GameState.getCellWidth () [static]**

**static double oopokemon.misc.GameState.getMusicVol () [static]**

**static int oopokemon.misc.GameState.getNumOfCellHoriz () [static]**

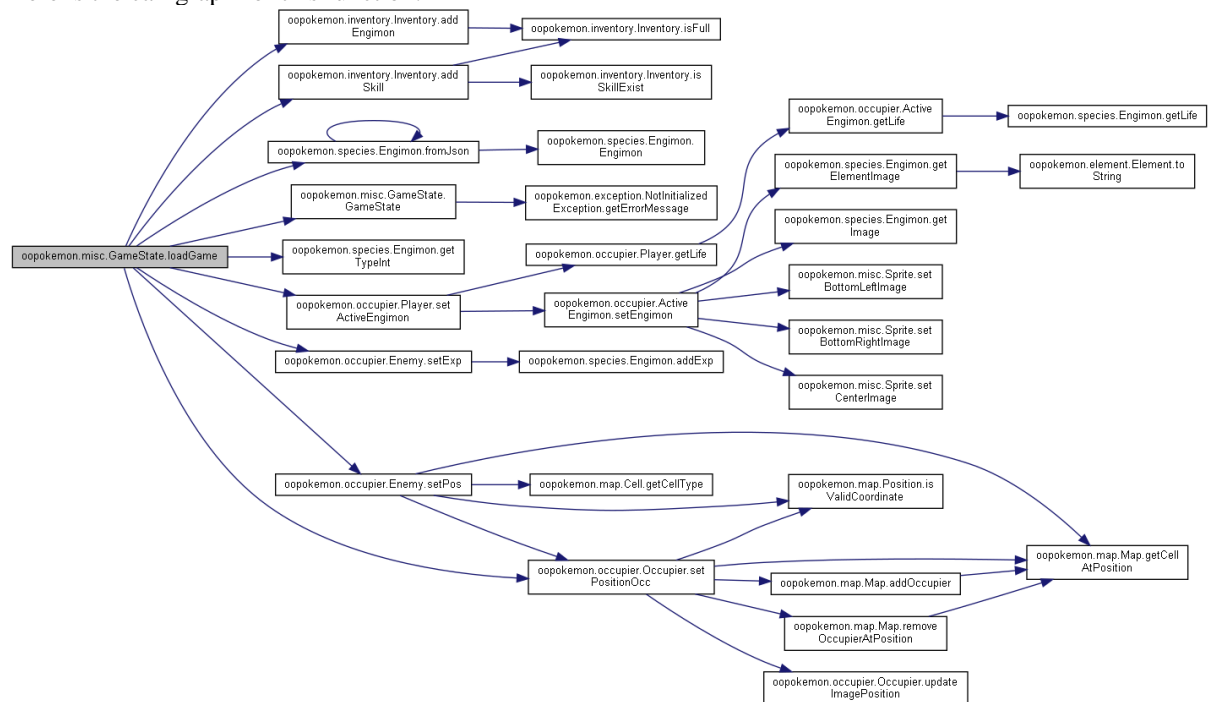
**static int oopokemon.misc.GameState.getNumOfCellVert () [static]**

**static double oopokemon.misc.GameState.getSfxVol () [static]**

**static void oopokemon.misc.GameState.loadConfig () [static]**

**static GameState oopokemon.misc.GameState.loadGame (String *source*, Pane *mapContainer*) throws NotInitializedException [static]**

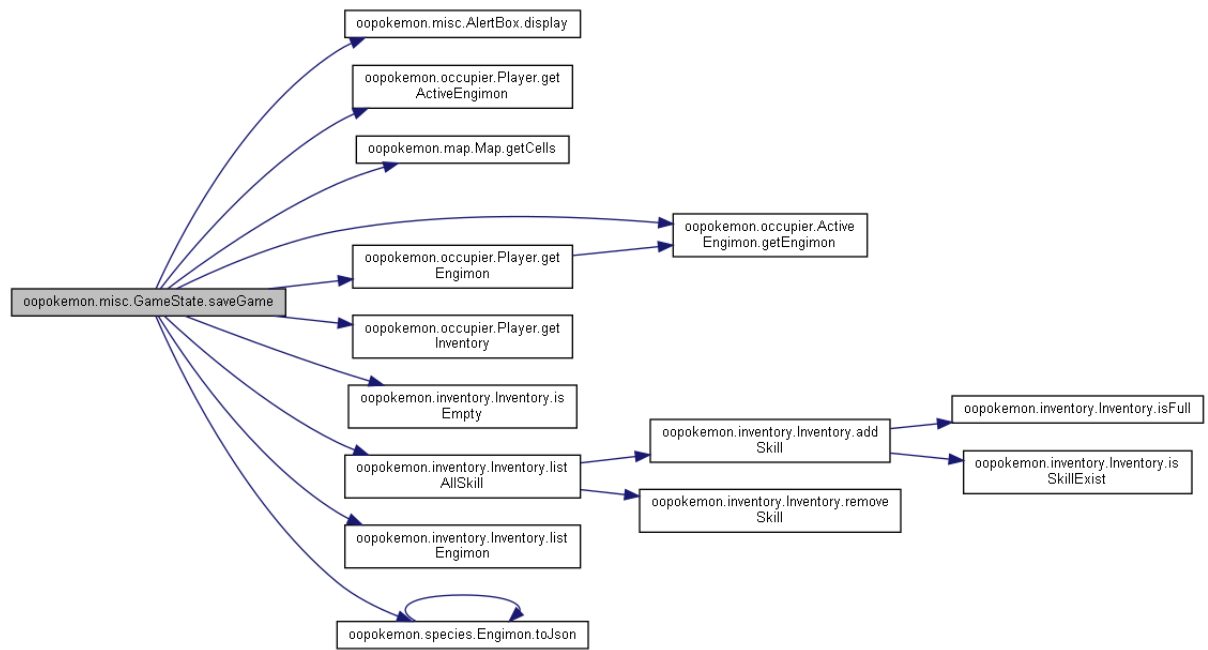
Here is the call graph for this function:



**static void oopokemon.misc.GameState.saveConfig (int *hcell*, int *vcell*, double *\_musicVol*, double *\_sfxVol*) [static]**

**void oopokemon.misc.GameState.saveGame (String *saveDest*)**

Here is the call graph for this function:




---

## Member Data Documentation

**EnemyHandler** oopokemon.misc.GameState.enemyhandler

**Map** oopokemon.misc.GameState.map

**Player** oopokemon.misc.GameState.player

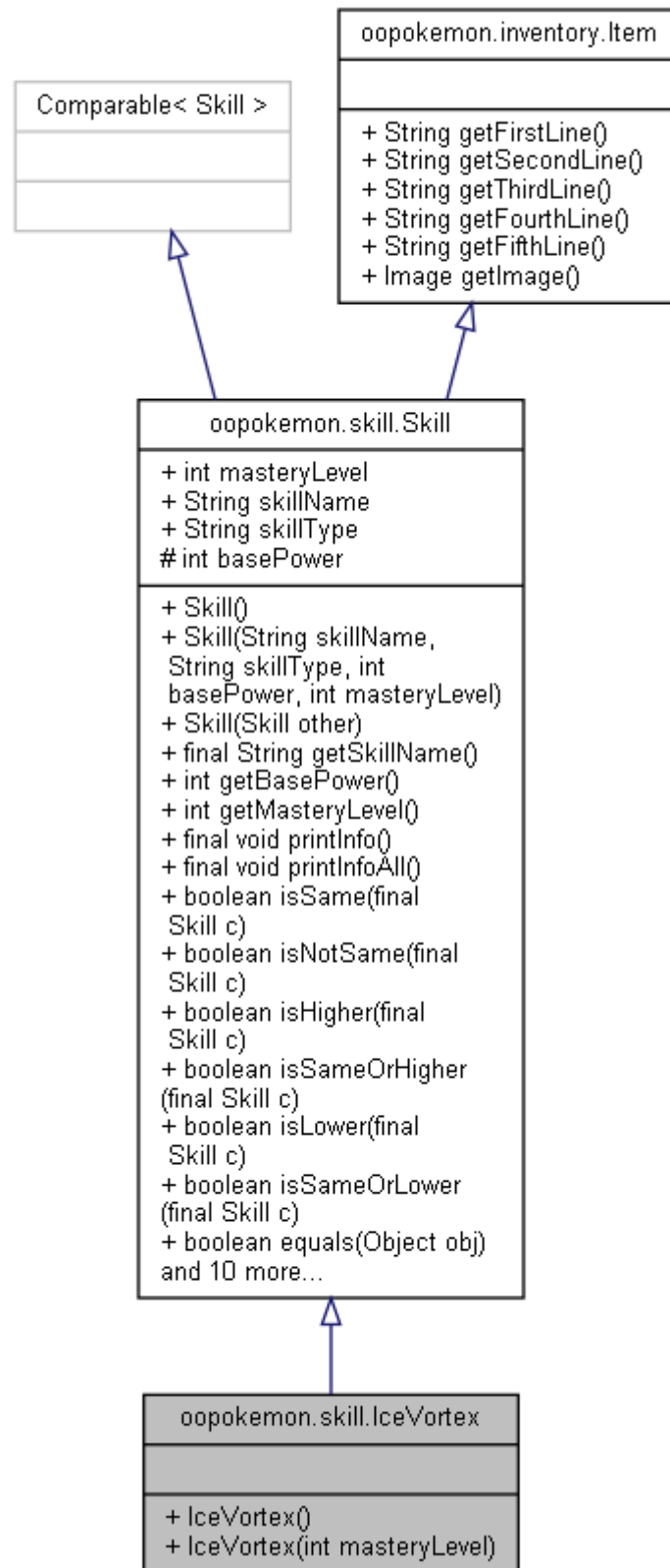
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The documentation for this class was generated from the following file:

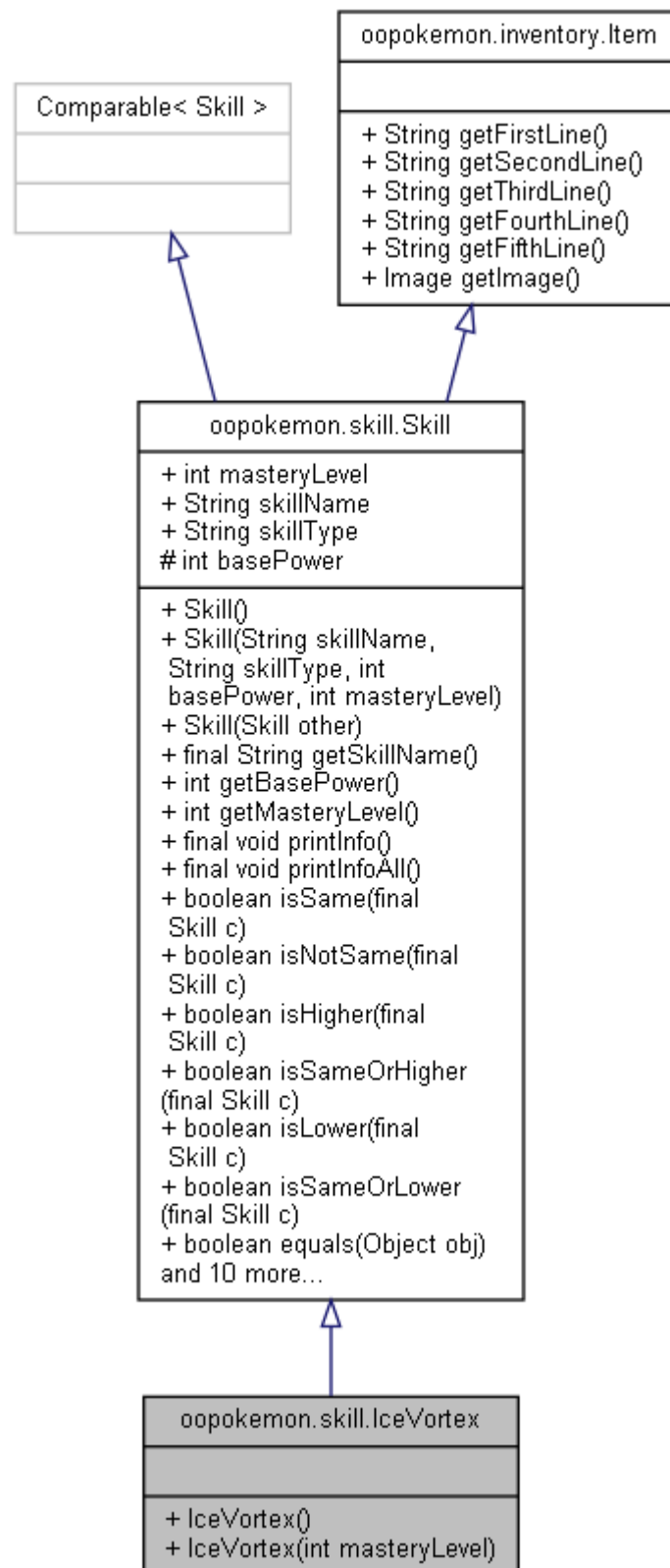
- Juan/TubesOOP2/src/oopokemon/misc/**GameState.java**

## oopokemon.skill.IceVortex Class Reference

Inheritance diagram for oopokemon.skill.IceVortex:



Collaboration diagram for oopokemon.skill.IceVortex:



## Public Member Functions

- **IceVortex ()**
- **IceVortex (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`oopokemon.skill.IceVortex.IceVortex ()`

`oopokemon.skill.IceVortex.IceVortex (int masteryLevel)`

---

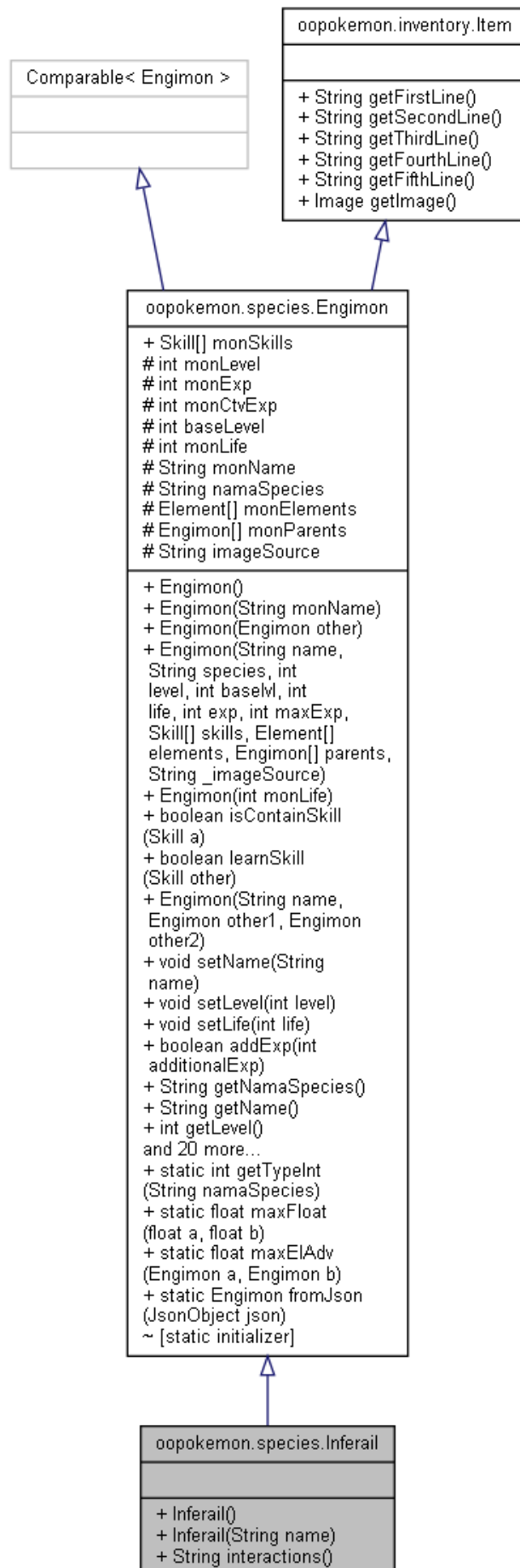
The documentation for this class was generated from the following file:

- `Juan/TubesOOP2/src/oopokemon/skill/IceVortex.java`

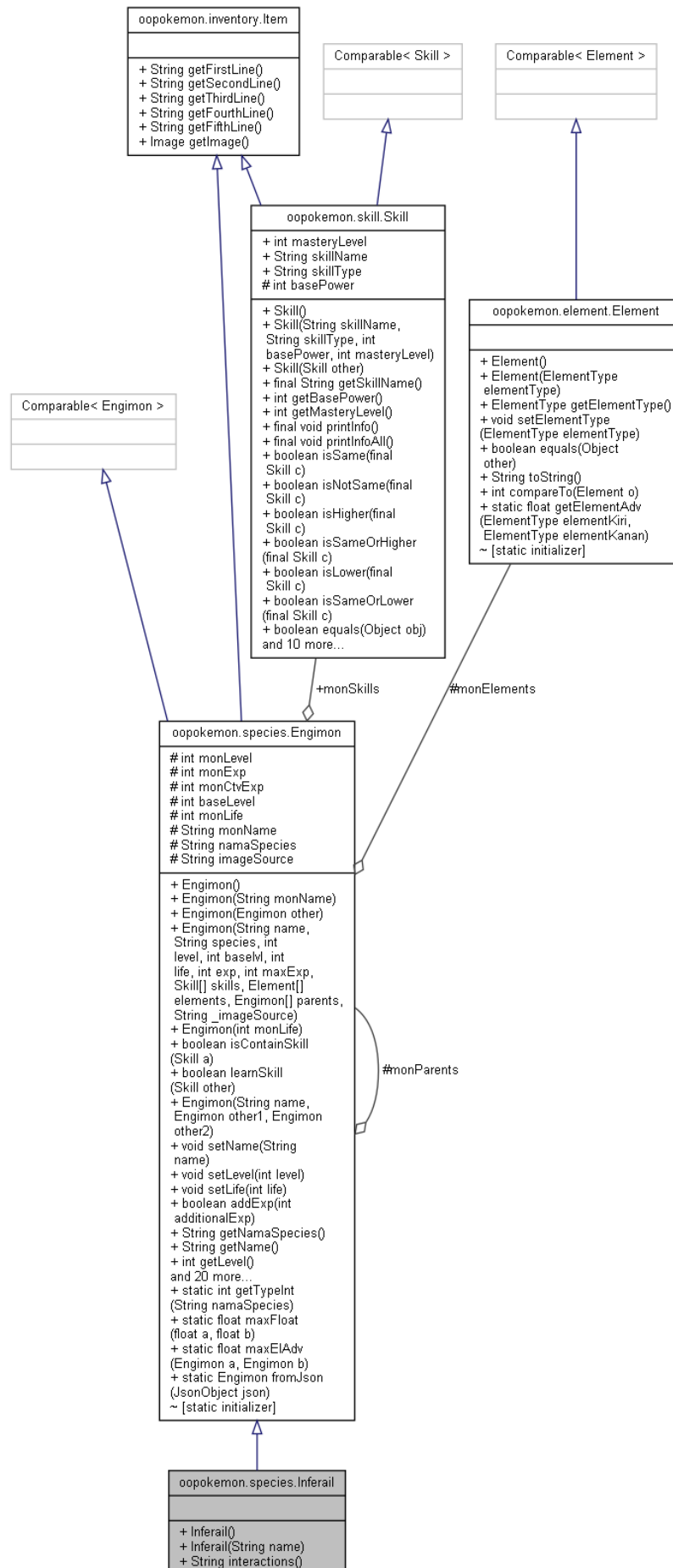
## **oopokemon.species.Inferail Class Reference**

Inheritance diagram for oopokemon.species.Inferail:





Collaboration diagram for oopokemon.species.Inferail:



## Public Member Functions

- **Inferail** ()
- **Inferail** (String name)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Inferail.Inferail** ()

**oopokemon.species.Inferail.Inferail** (String *name*)

---

## Member Function Documentation

**String oopokemon.species.Inferail.interactions** ()

Reimplemented from **oopokemon.species.Engimon** (*p.65*).

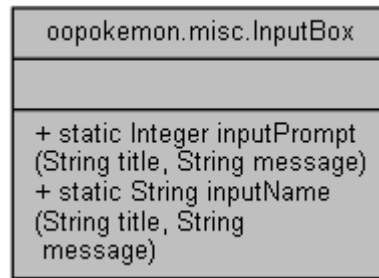
---

The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/species/**Inferail.java**

## oopokemon.misc.InputBox Class Reference

Collaboration diagram for oopokemon.misc.InputBox:



### Static Public Member Functions

- static Integer **inputPrompt** (String title, String message)
- static String **inputName** (String title, String message)

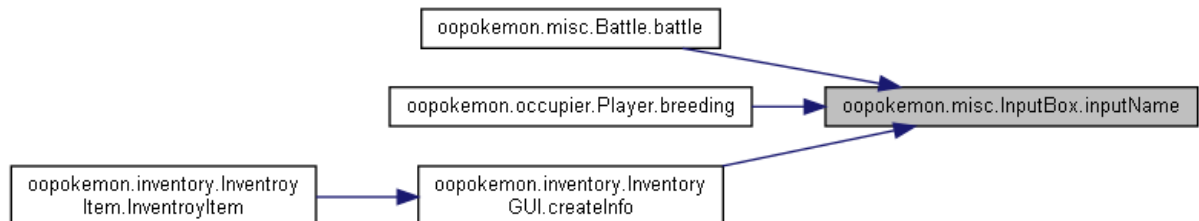
### Member Function Documentation

**static String oopokemon.misc.InputBox.inputName (String *title*, String *message*) [static]**

Here is the call graph for this function:



Here is the caller graph for this function:

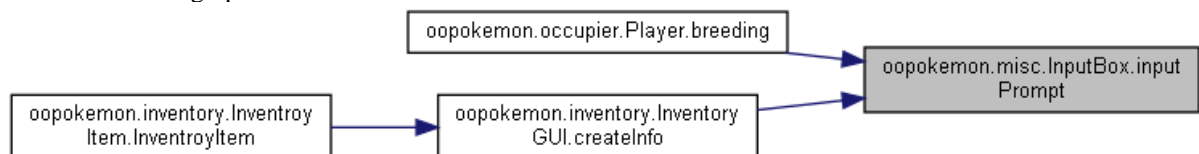


**static Integer oopokemon.misc.InputBox.inputPrompt (String *title*, String *message*) [static]**

Here is the call graph for this function:



Here is the caller graph for this function:

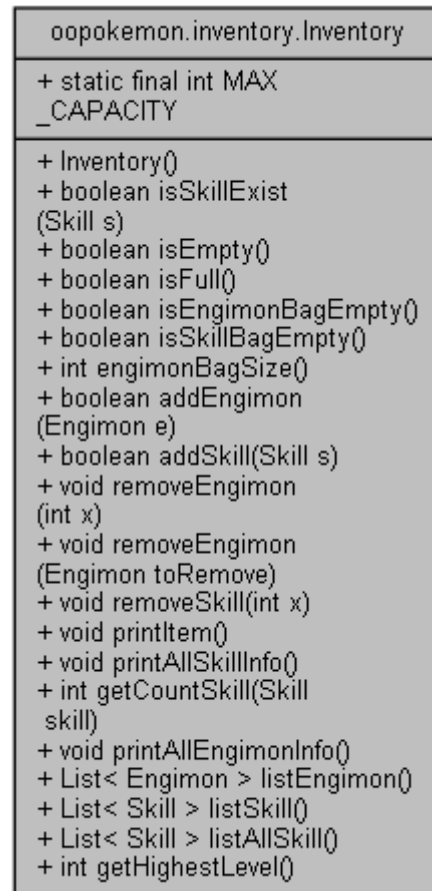


The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/misc/InputBox.java

## oopokemon.inventory.Inventory Class Reference

Collaboration diagram for oopokemon.inventory.Inventory:



### Public Member Functions

- **Inventory ()**
- boolean **isSkillExist** (Skill s)
- boolean **isEmpty** ()
- boolean **isFull** ()
- boolean **isEngimonBagEmpty** ()
- boolean **isSkillBagEmpty** ()
- int **engimonBagSize** ()
- boolean **addEngimon** (Engimon e)
- boolean **addSkill** (Skill s)
- void **removeEngimon** (int x)
- void **removeEngimon** (Engimon toRemove)
- void **removeSkill** (int x)
- void **printItem** ()
- void **printAllSkillInfo** ()
- int **getCountSkill** (Skill skill)
- void **printAllEngimonInfo** ()
- List< **Engimon** > **listEngimon** ()
- List< **Skill** > **listSkill** ()
- List< **Skill** > **listAllSkill** ()
- int **getHighestLevel** ()

## Static Public Attributes

- static final int **MAX\_CAPACITY** = 30

## Constructor & Destructor Documentation

**oopokemon.inventory.Inventory.Inventory ()**

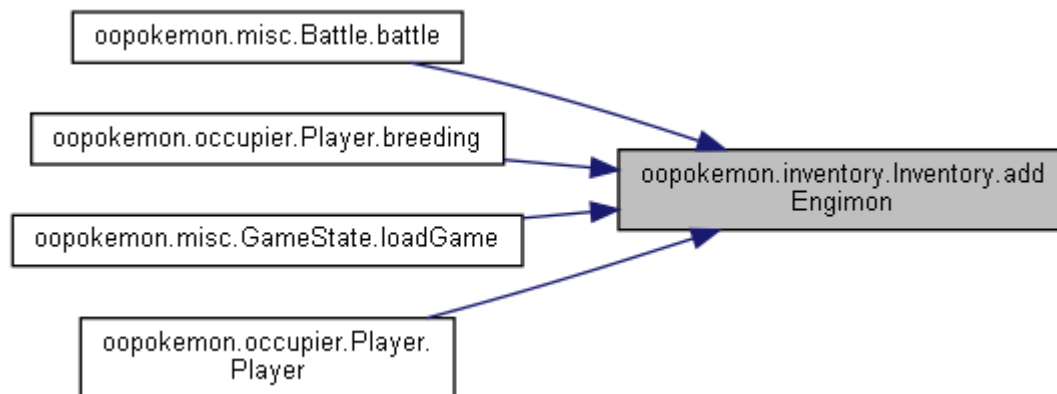
## Member Function Documentation

**boolean oopokemon.inventory.Inventory.addEngimon (Engimon e)**

Here is the call graph for this function:

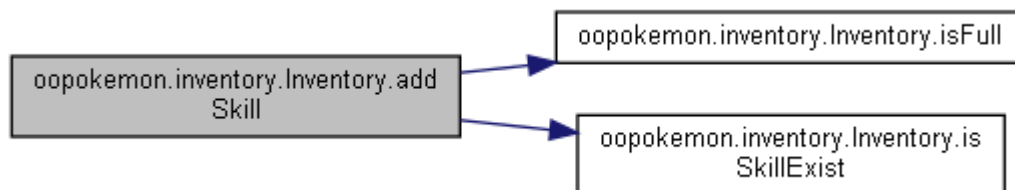


Here is the caller graph for this function:

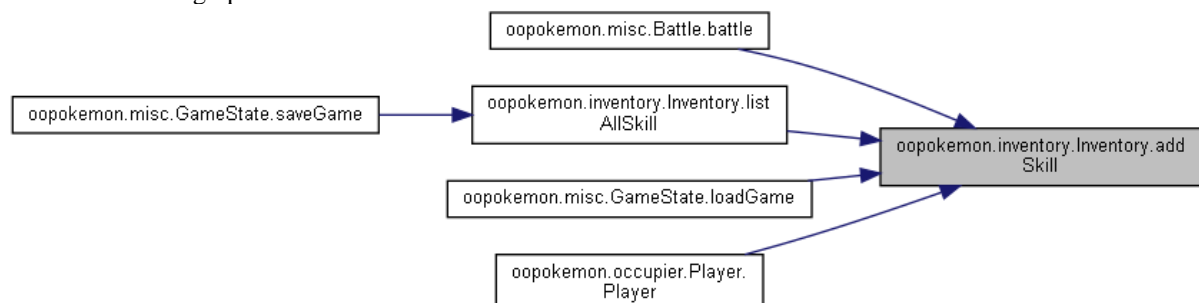


**boolean oopokemon.inventory.Inventory.addSkill (Skill s)**

Here is the call graph for this function:



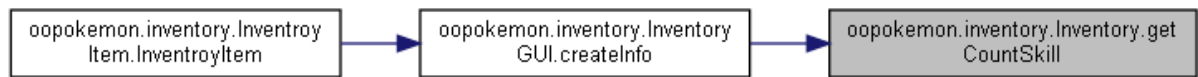
Here is the caller graph for this function:



**int oopokemon.inventory.Inventory.engimonBagSize ()**

**int oopokemon.inventory.Inventory.getCountSkill (Skill skill)**

Here is the caller graph for this function:



### int oopokemon.inventory.Inventory.getHighestLevel ()

Here is the call graph for this function:

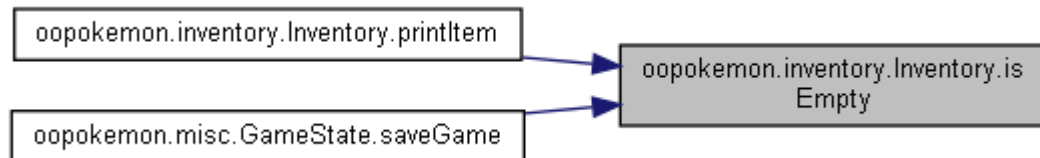


Here is the caller graph for this function:



### boolean oopokemon.inventory.Inventory.isEmpty ()

Here is the caller graph for this function:



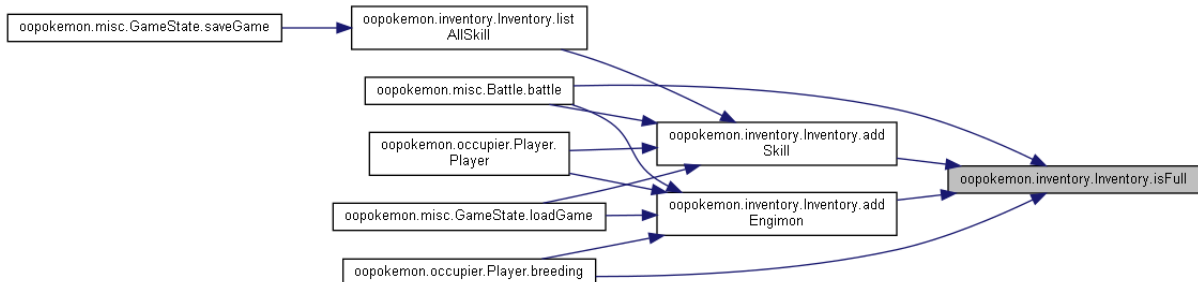
### boolean oopokemon.inventory.Inventory.isEngimonBagEmpty ()

Here is the caller graph for this function:



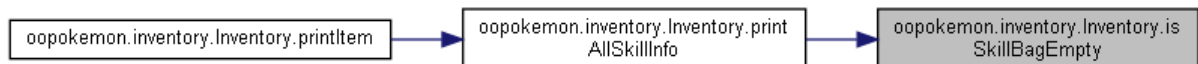
### boolean oopokemon.inventory.Inventory.isFull ()

Here is the caller graph for this function:



### boolean oopokemon.inventory.Inventory.isSkillBagEmpty ()

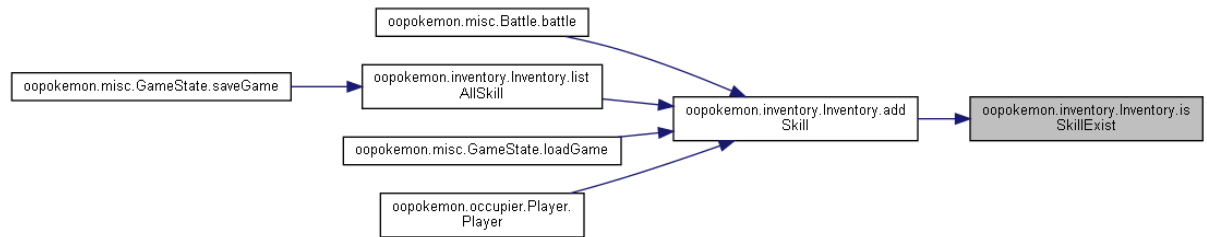
Here is the caller graph for this function:



### boolean oopokemon.inventory.Inventory.isSkillExist (Skill s)

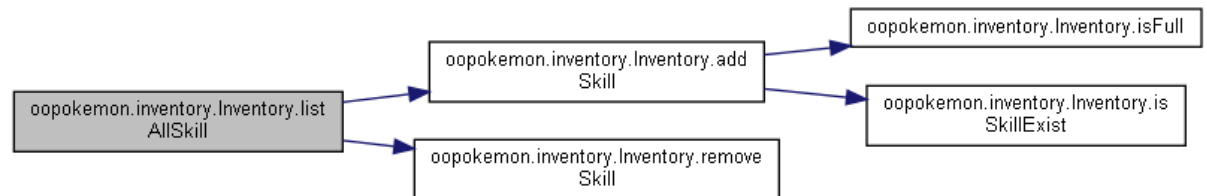
Here is the caller graph for this function:



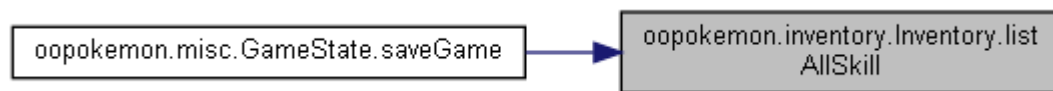


### List<Skill> oopokemon.inventory.Inventory.listAllSkill ()

Here is the call graph for this function:

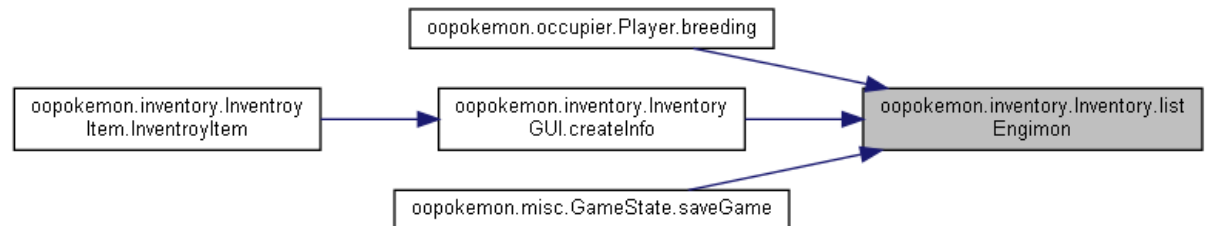


Here is the caller graph for this function:



### List<Engimon> oopokemon.inventory.Inventory.listEngimon ()

Here is the caller graph for this function:



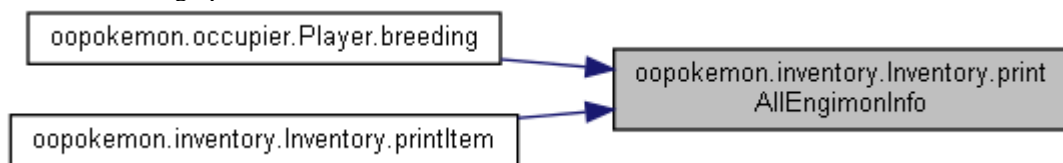
### List<Skill> oopokemon.inventory.Inventory.listSkill ()

#### void oopokemon.inventory.Inventory.printAllEngimonInfo ()

Here is the call graph for this function:



Here is the caller graph for this function:

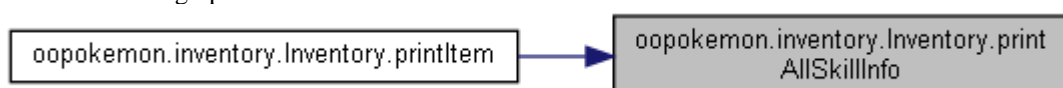


#### void oopokemon.inventory.Inventory.printAllSkillInfo ()

Here is the call graph for this function:

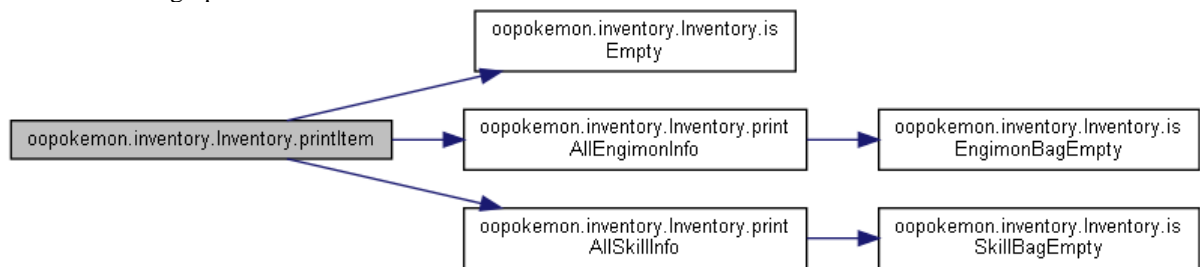


Here is the caller graph for this function:



### **void oopokemon.inventory.Inventory.printItem ()**

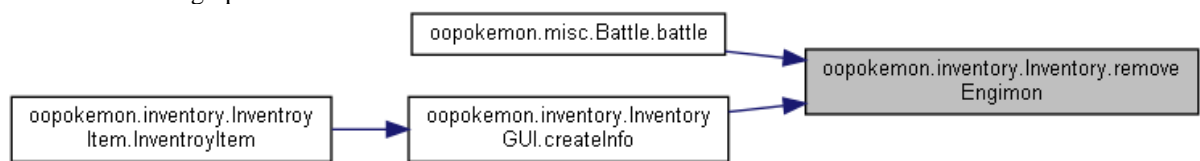
Here is the call graph for this function:



### **void oopokemon.inventory.Inventory.removeEngimon (Engimon toRemove)**

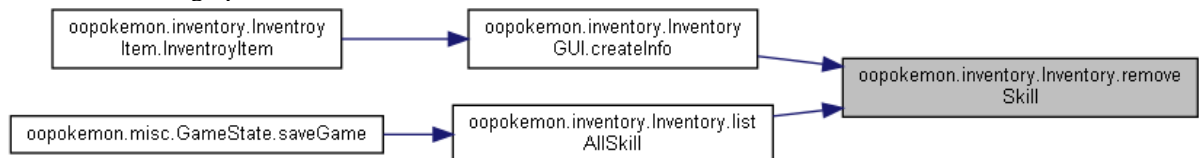
### **void oopokemon.inventory.Inventory.removeEngimon (int x)**

Here is the caller graph for this function:



### **void oopokemon.inventory.Inventory.removeSkill (int x)**

Here is the caller graph for this function:



---

## **Member Data Documentation**

**final int oopokemon.inventory.Inventory.MAX\_CAPACITY = 30 [static]**

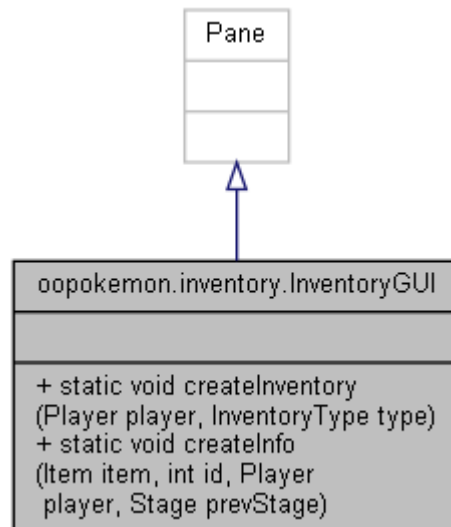
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The documentation for this class was generated from the following file:

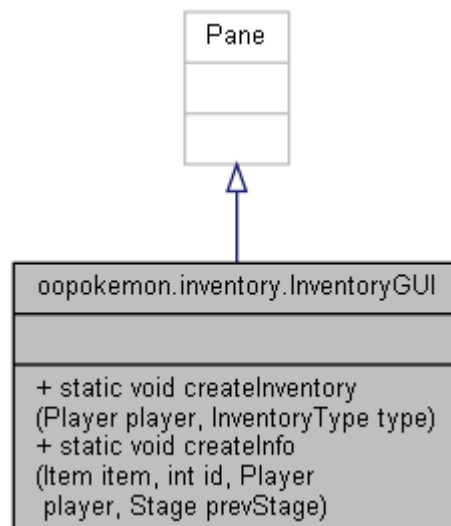
- Juan/TubesOOP2/src/oopokemon/inventory/**Inventory.java**

## oopokemon.inventory.InventoryGUI Class Reference

Inheritance diagram for oopokemon.inventory.InventoryGUI:



Collaboration diagram for oopokemon.inventory.InventoryGUI:



### Classes

- enum **InventoryType**

### Static Public Member Functions

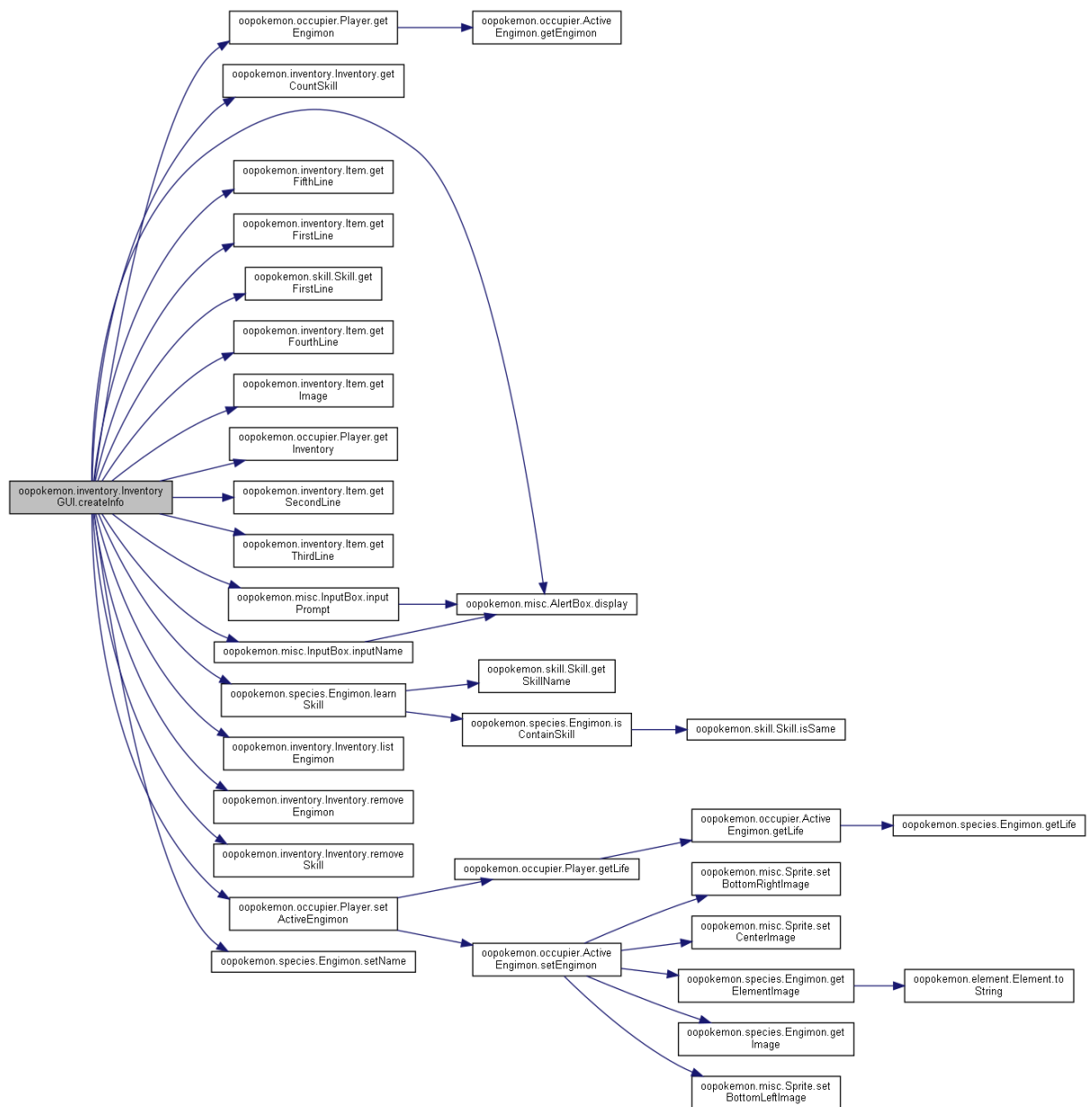
- static void **createInventory** (**Player** player, **InventoryType** type)
- static void **createInfo** (**Item** item, int id, **Player** player, Stage prevStage)

---

### Member Function Documentation

**static void oopokemon.inventory.InventoryGUI.createInfo** (**Item** *item*, int *id*, **Player** *player*, Stage *prevStage*)  
[static]

Here is the call graph for this function:



Here is the caller graph for this function:



**static void oopokemon.inventory.InventoryGUI.createInventory (Player *player*, InventoryType *type*) [static]**

Here is the caller graph for this function:

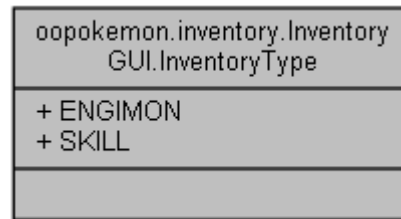


The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/inventory/InventoryGUI.java

## oopokemon.inventory.InventoryGUI.InventoryType Enum Reference

Collaboration diagram for oopokemon.inventory.InventoryGUI.InventoryType:



### Public Attributes

- `ENGIMON`
- `SKILL`

---

### Member Data Documentation

`oopokemon.inventory.InventoryGUI.InventoryType.ENGIMON`

`oopokemon.inventory.InventoryGUI.InventoryType.SKILL`

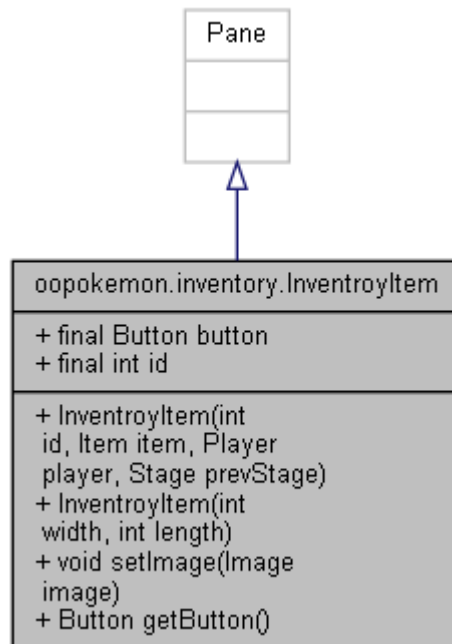
---

The documentation for this enum was generated from the following file:

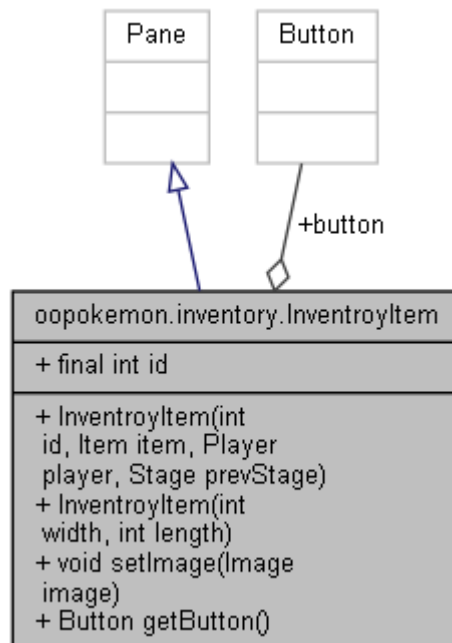
- `Juan/TubesOOP2/src/oopokemon/inventory/InventoryGUI.java`

## oopokemon.inventory.InventoryItem Class Reference

Inheritance diagram for oopokemon.inventory.InventoryItem:



Collaboration diagram for oopokemon.inventory.InventoryItem:



### Public Member Functions

- **InventoryItem** (int id, Item item, Player player, Stage prevStage)
- **InventoryItem** (int width, int length)
- void **setImage** (Image image)
- Button **getButton** ()

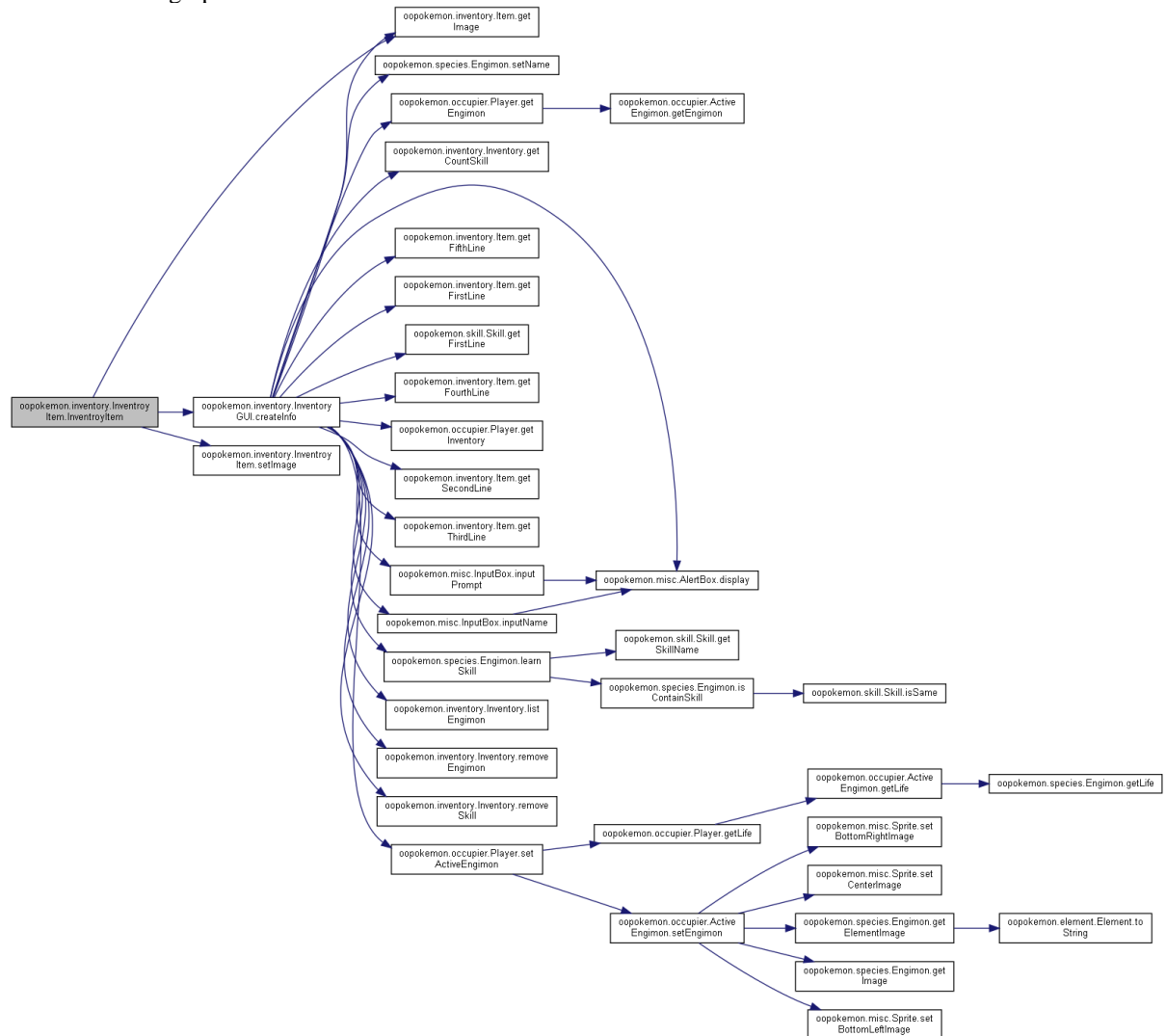
## Public Attributes

- final Button **button**
- final int **id**

## Constructor & Destructor Documentation

**oopokemon.inventory.InventoryItem.InventoryItem(int id, Item item, Player player, Stage prevStage)**

Here is the call graph for this function:



**oopokemon.inventory.InventoryItem.InventoryItem(int width, int length)**

Here is the call graph for this function:



## Member Function Documentation

Button oopokemon.inventory.InventoryItem.getButton ()

void oopokemon.inventory.InventoryItem.setImage (Image *image*)

Here is the caller graph for this function:



## Member Data Documentation

final Button oopokemon.inventory.InventoryItem.button

final int oopokemon.inventory.InventoryItem.id

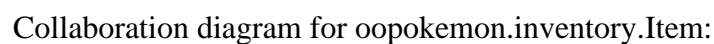
---

The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/inventory/**InventoryItem.java**



Inheritance diagram for oopokemon.inventory.Item:



- String **getFirstLine ()**
- String **getSecondLine ()**
- String **getThirdLine ()**
- String **getFourthLine ()**
- String **getFifthLine ()**
- Image **getImage ()**

### String oopokemon.inventory.Item.getFifthLine ()

Implemented in **oopokemon.species.Engimon** (p.63), and **oopokemon.skill.Skill** (p.155).

Here is the caller graph for this function:



Implemented in **oopokemon.species.Engimon** (p.63), and **oopokemon.skill.Skill** (p.155).

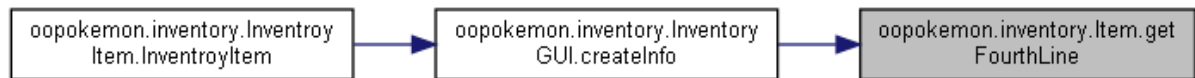
Here is the caller graph for this function:



### String oopokemon.inventory.Item.getFourthLine ()

Implemented in **oopokemon.species.Engimon** (p.63), and **oopokemon.skill.Skill** (p.155).

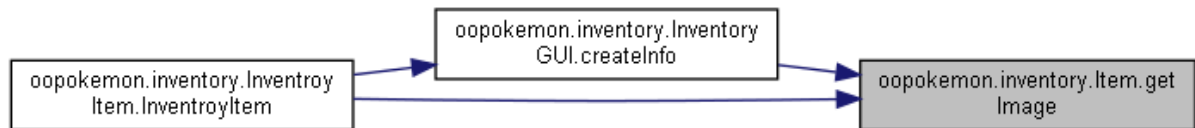
Here is the caller graph for this function:



### Image oopokemon.inventory.Item.getImage ()

Implemented in **oopokemon.species.Engimon** (p.63), and **oopokemon.skill.Skill** (p.155).

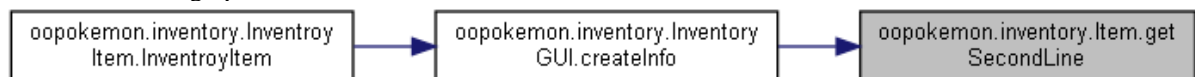
Here is the caller graph for this function:



### String oopokemon.inventory.Item.getSecondLine ()

Implemented in **oopokemon.species.Engimon** (p.64), and **oopokemon.skill.Skill** (p.155).

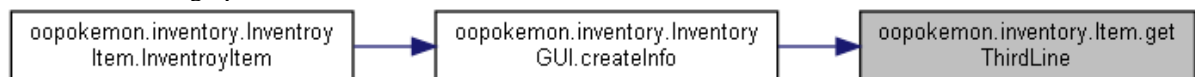
Here is the caller graph for this function:



### String oopokemon.inventory.Item.getThirdLine ()

Implemented in **oopokemon.species.Engimon** (p.65), and **oopokemon.skill.Skill** (p.155).

Here is the caller graph for this function:



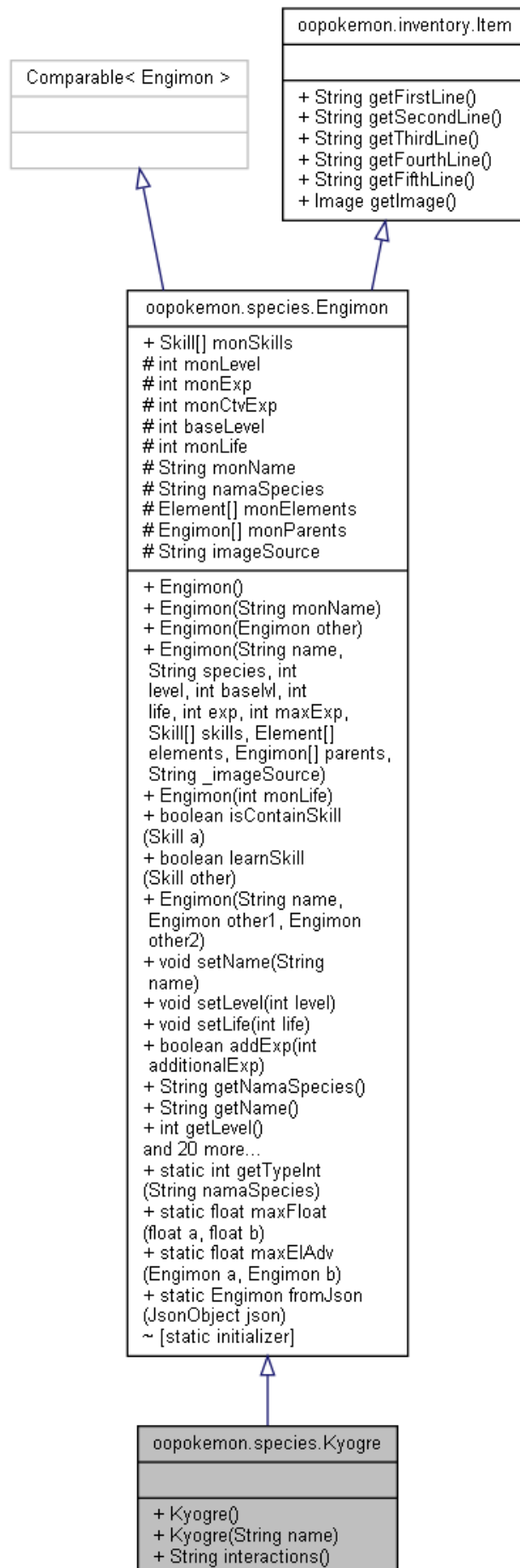
---

The documentation for this interface was generated from the following file:

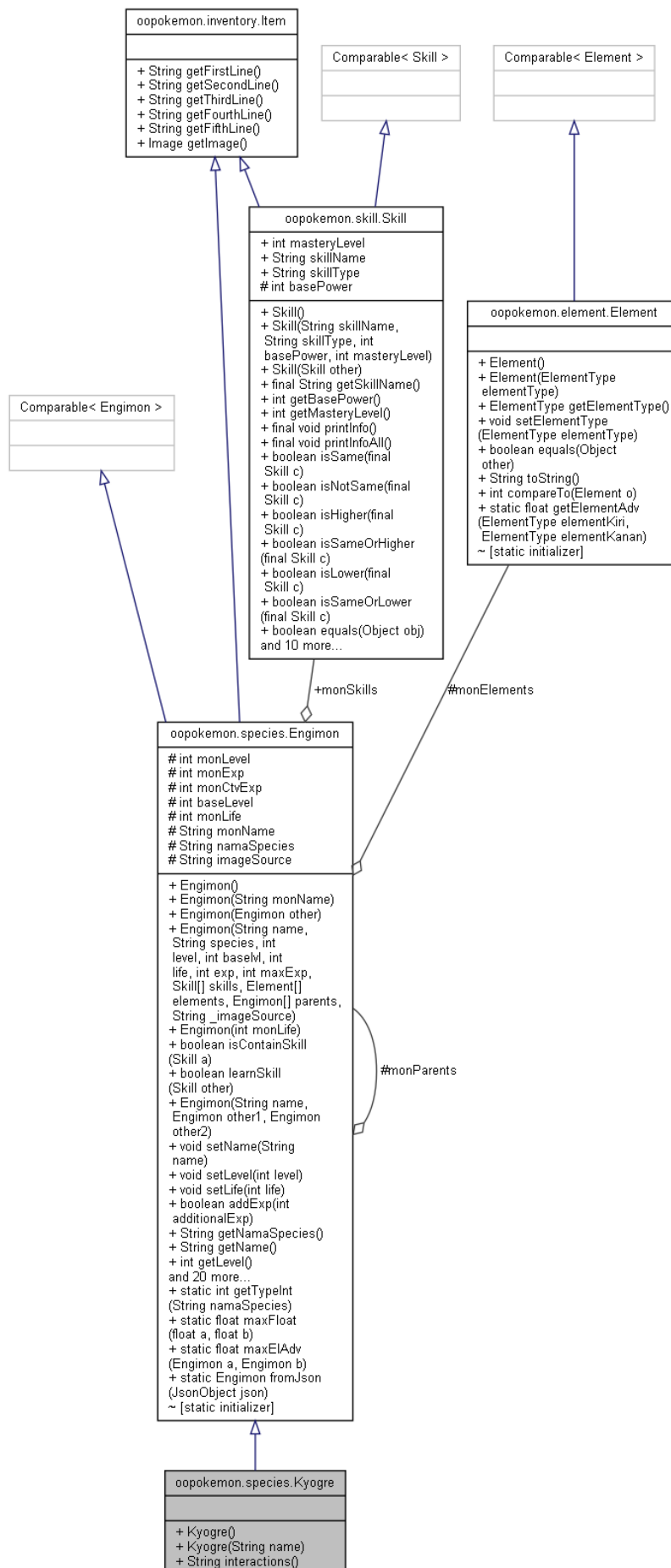
- Juan/TubesOOP2/src/oopokemon/inventory/**Item.java**

## **oopokemon.species.Kyogre Class Reference**

Inheritance diagram for oopokemon.species.Kyogre:



Collaboration diagram for oopokemon.species.Kyogre:



## Public Member Functions

- **Kyogre** ()
- **Kyogre** (String name)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Kyogre.Kyogre** ()

**oopokemon.species.Kyogre.Kyogre** (String *name*)

---

## Member Function Documentation

**String oopokemon.species.Kyogre.interactions** ()

Reimplemented from **oopokemon.species.Engimon** (*p.65*).

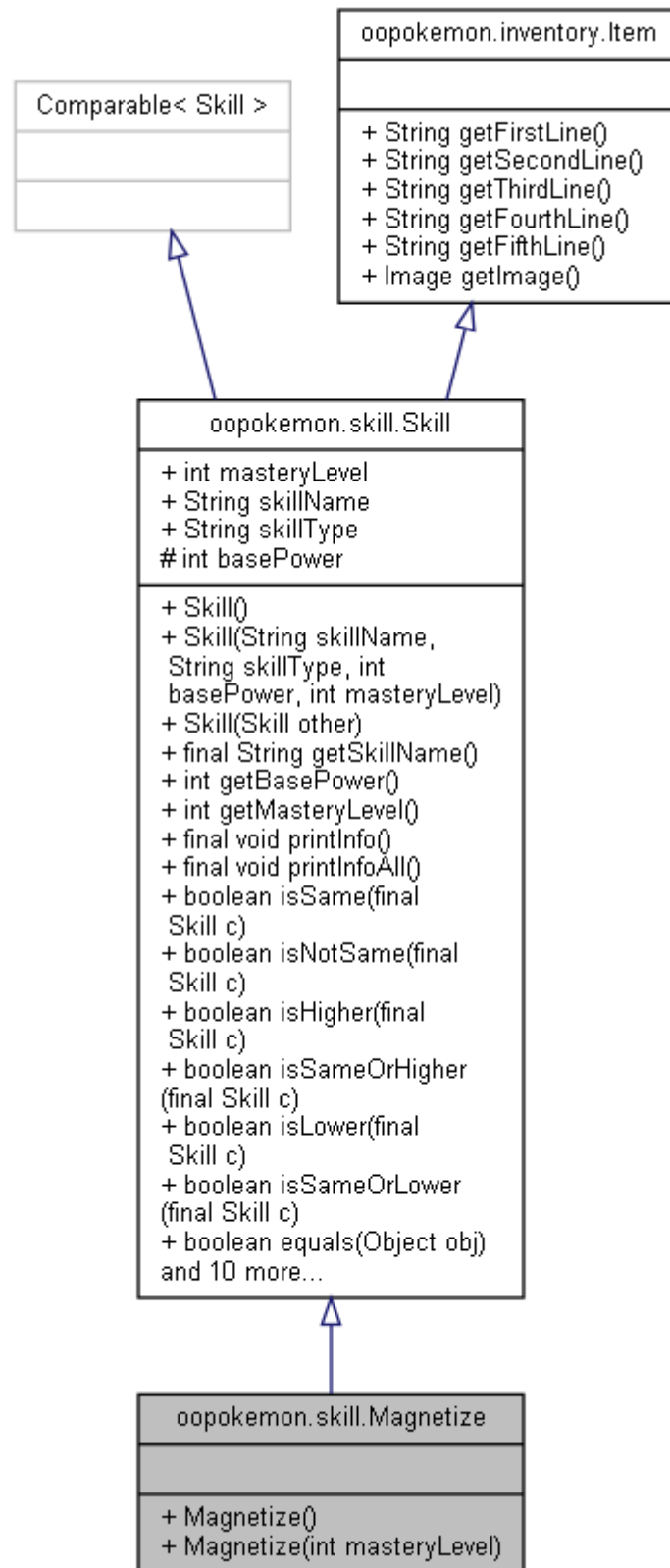
---

The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/species/**Kyogre.java**

## oopokemon.skill.Magnetize Class Reference

Inheritance diagram for oopokemon.skill.Magnetize:



Collaboration diagram for oopokemon.skill.Magnetize:





## Public Member Functions

- **Magnetize ()**
- **Magnetize (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`oopokemon.skill.Magnetize.Magnetize ()`

`oopokemon.skill.Magnetize.Magnetize (int masteryLevel)`

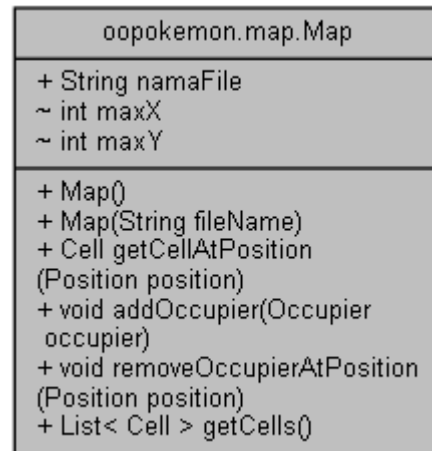
---

The documentation for this class was generated from the following file:

- `Juan/TubesOOP2/src/oopokemon/skill/Magnetize.java`

## oopokemon.map.Map Class Reference

Collaboration diagram for oopokemon.map.Map:



### Public Member Functions

- **Map ()**
- **Map (String fileName)**
- **Cell getCellAtPosition (Position position)**
- **void addOccupier (Occupier occupier)**
- **void removeOccupierAtPosition (Position position)**
- **List< Cell > getCells ()**

### Public Attributes

- String **namaFile**

---

## Constructor & Destructor Documentation

**oopokemon.map.Map.Map ()**

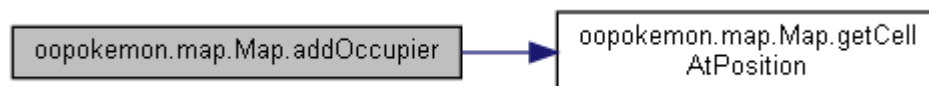
**oopokemon.map.Map.Map (String *fileName*)**

---

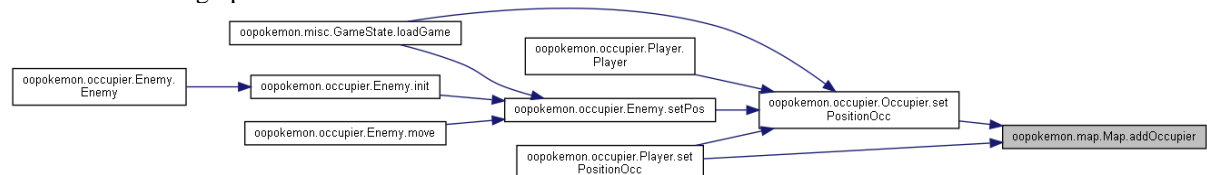
## Member Function Documentation

**void oopokemon.map.Map.addOccupier (Occupier *occupier*)**

Here is the call graph for this function:

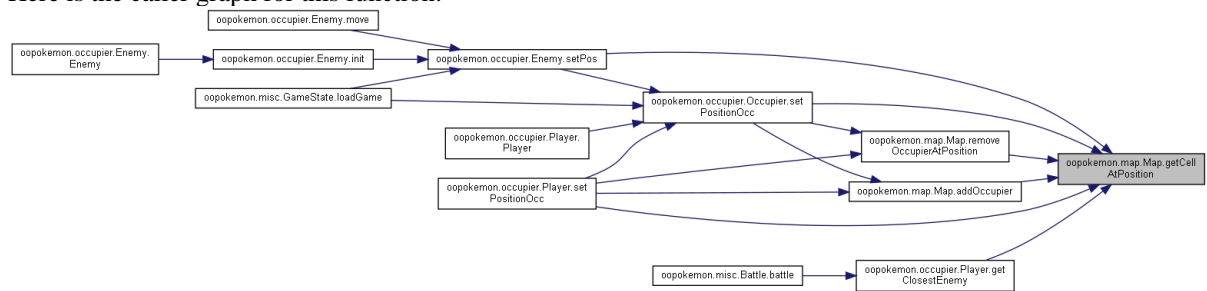


Here is the caller graph for this function:



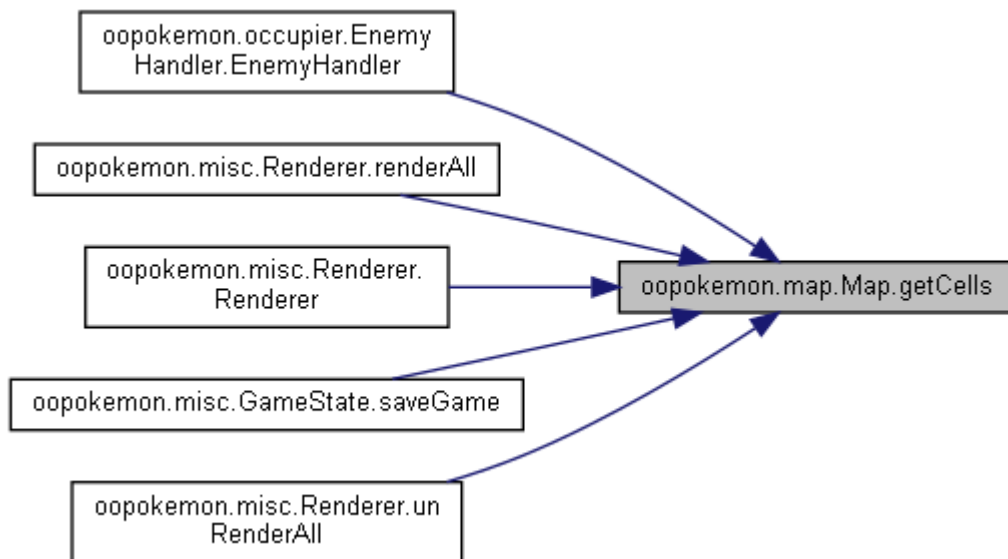
## Cell oopokemon.map.Map.getCellAtPosition (Position position)

Here is the caller graph for this function:



## List<Cell> oopokemon.map.Map.getCells ()

Here is the caller graph for this function:

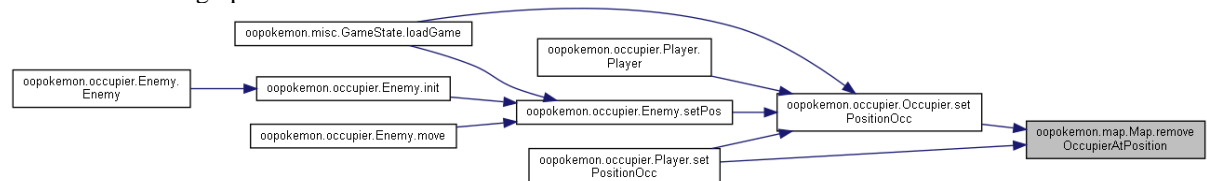


## void oopokemon.map.Map.removeOccupierAtPosition (Position position)

Here is the call graph for this function:



Here is the caller graph for this function:



---

## Member Data Documentation

### String oopokemon.map.Map.namaFile

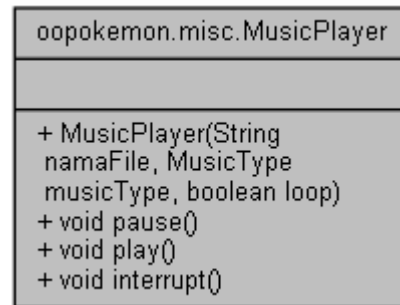
---

The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/map/Map.java

## oopokemon.misc.MusicPlayer Class Reference

Collaboration diagram for oopokemon.misc.MusicPlayer:



### Classes

- enum **MusicType**

### Public Member Functions

- **MusicPlayer** (String *namaFile*, **MusicType** *musicType*, boolean *loop*)
- void **pause** ()
- void **play** ()
- void **interrupt** ()

---

### Constructor & Destructor Documentation

**oopokemon.misc.MusicPlayer.MusicPlayer** (String *namaFile*, **MusicType** *musicType*, boolean *loop*)

#### Parameters

<i>namaFile</i>	is the location where the music file is located relative to the project folder
<i>musicType</i>	is the type of music
<i>loop</i>	true for loop, false for play only once

---

### Member Function Documentation

#### void oopokemon.misc.MusicPlayer.interrupt ()

Here is the caller graph for this function:



#### void oopokemon.misc.MusicPlayer.pause ()

#### void oopokemon.misc.MusicPlayer.play ()

Here is the caller graph for this function:

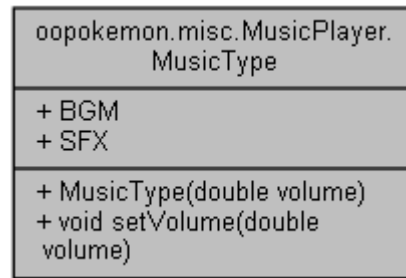


**The documentation for this class was generated from the following file:**

- **Juan/TubesOOP2/src/oopokemon/misc/MusicPlayer.java**

## oopokemon.misc.MusicPlayer.MusicType Enum Reference

Collaboration diagram for oopokemon.misc.MusicPlayer.MusicType:



### Public Member Functions

- **MusicType** (double volume)
- void **setVolume** (double volume)

### Public Attributes

- **BGM** =(0.5)
- **SFX** =(0.1)

---

### Constructor & Destructor Documentation

**oopokemon.misc.MusicPlayer.MusicType.MusicType** (double *volume*)

---

### Member Function Documentation

**void oopokemon.misc.MusicPlayer.MusicType.setVolume** (double *volume*)

---

### Member Data Documentation

**oopokemon.misc.MusicPlayer.MusicType.BGM** =(0.5)

**oopokemon.misc.MusicPlayer.MusicType.SFX** =(0.1)

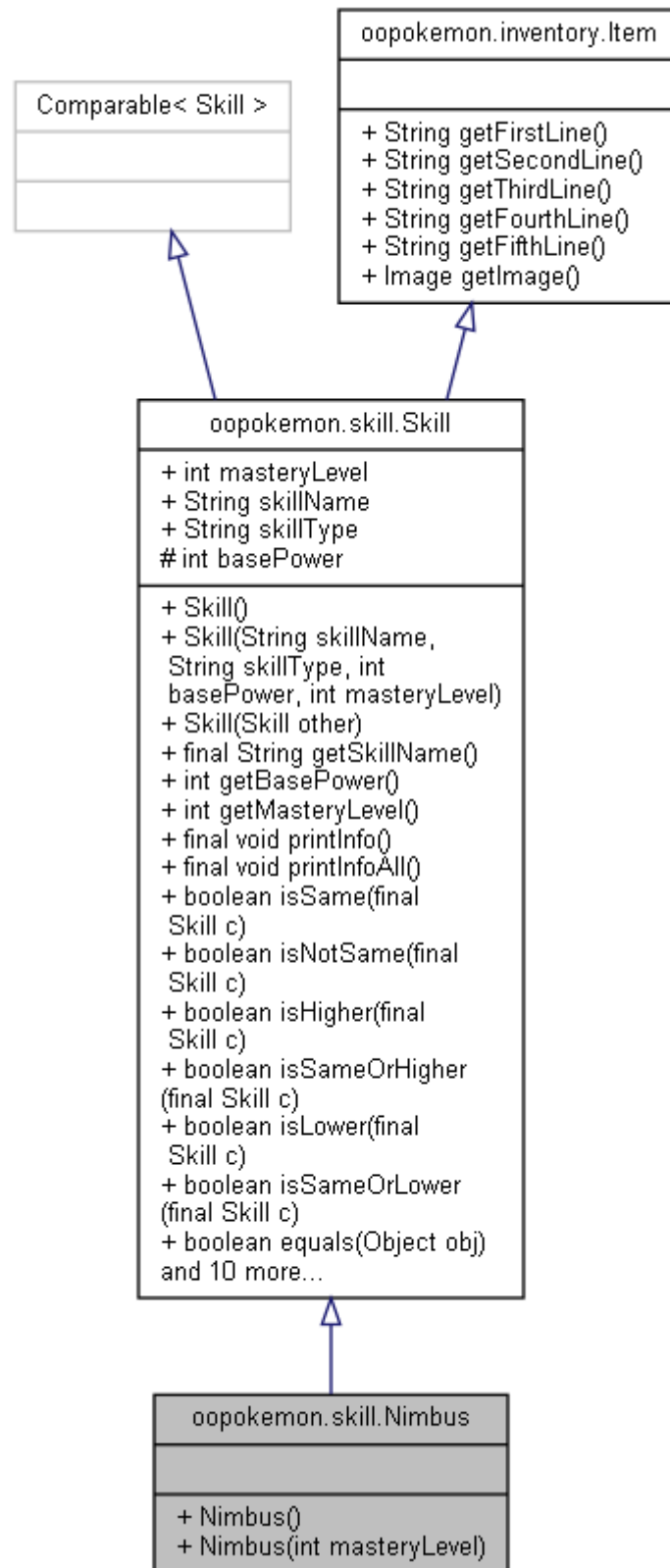
---

The documentation for this enum was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/misc/**MusicPlayer.java**

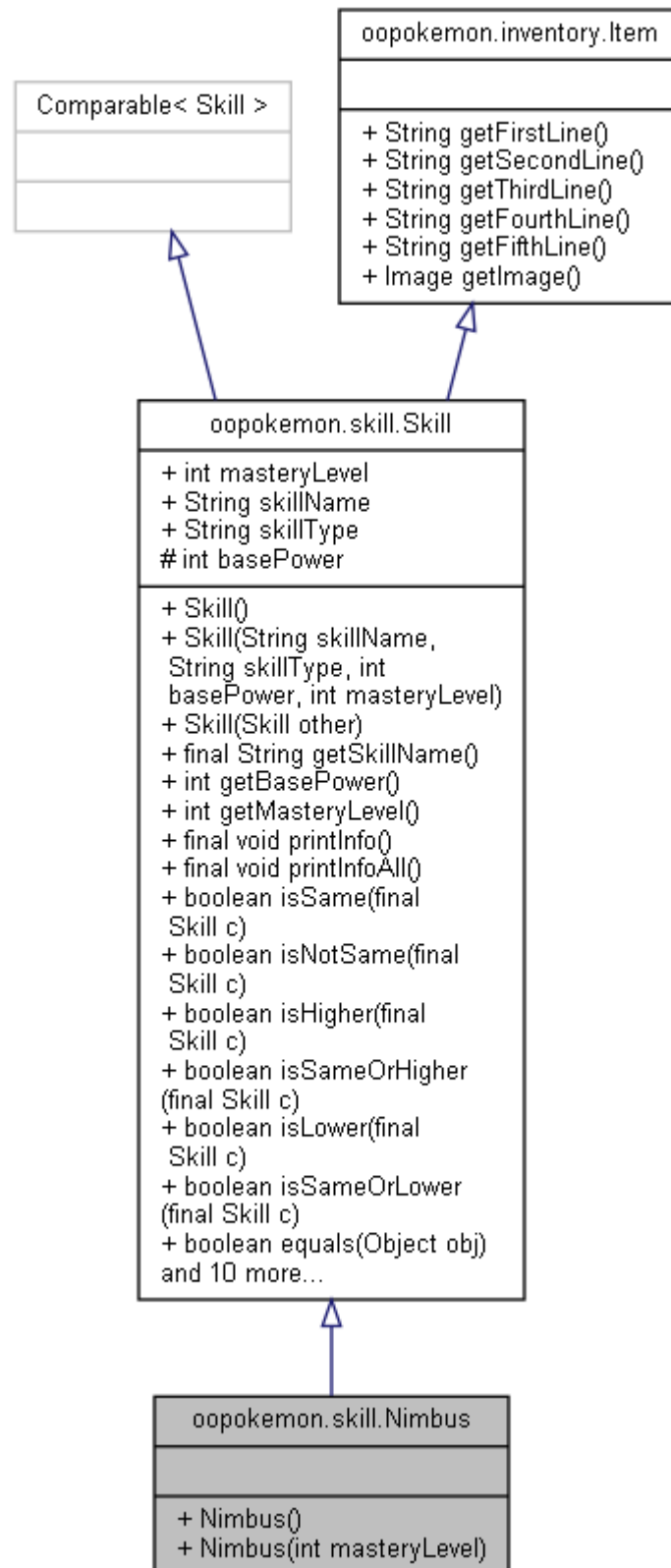
## oopokemon.skill.Nimbus Class Reference

Inheritance diagram for oopokemon.skill.Nimbus:



Collaboration diagram for oopokemon.skill.Nimbus:





## Public Member Functions

- **Nimbus ()**
- **Nimbus (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`oopokemon.skill.Nimbus.Nimbus ()`

`oopokemon.skill.Nimbus.Nimbus (int masteryLevel)`

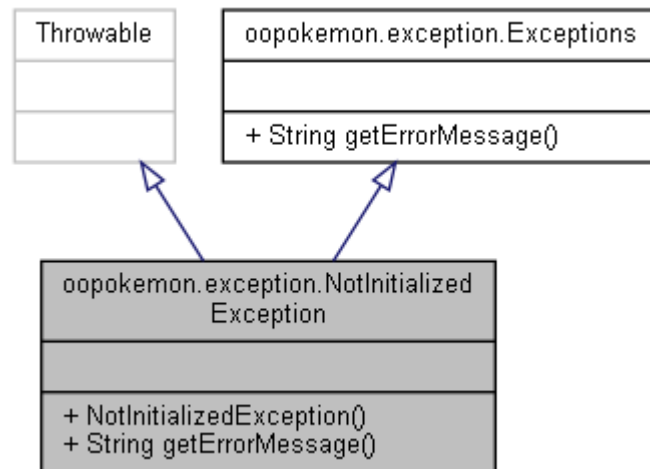
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The documentation for this class was generated from the following file:

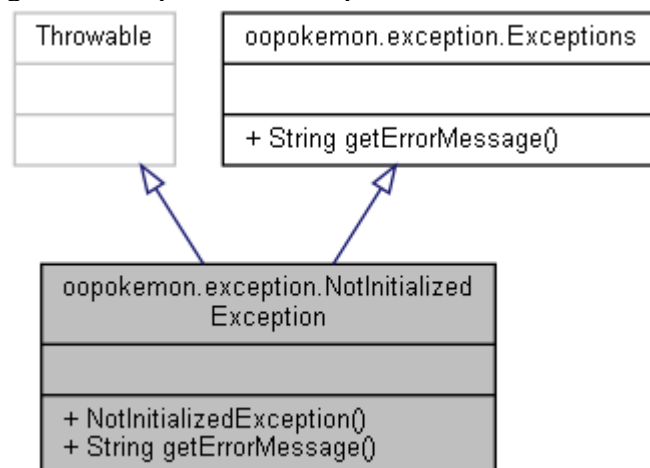
- `Juan/TubesOOP2/src/oopokemon/skill/Nimbus.java`

## oopokemon.exception.NotInitializedException Class Reference

Inheritance diagram for oopokemon.exception.NotInitializedException:



Collaboration diagram for oopokemon.exception.NotInitializedException:



### Public Member Functions

- `NotInitializedException ()`
- `String getErrorMessage ()`

---

### Constructor & Destructor Documentation

`oopokemon.exception.NotInitializedException.NotInitializedException ()`

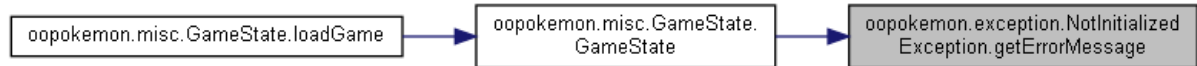
---

### Member Function Documentation

`String oopokemon.exception.NotInitializedException.getErrorMessage ()`

Implements `oopokemon.exception.Exceptions` (p.74).

Here is the caller graph for this function:

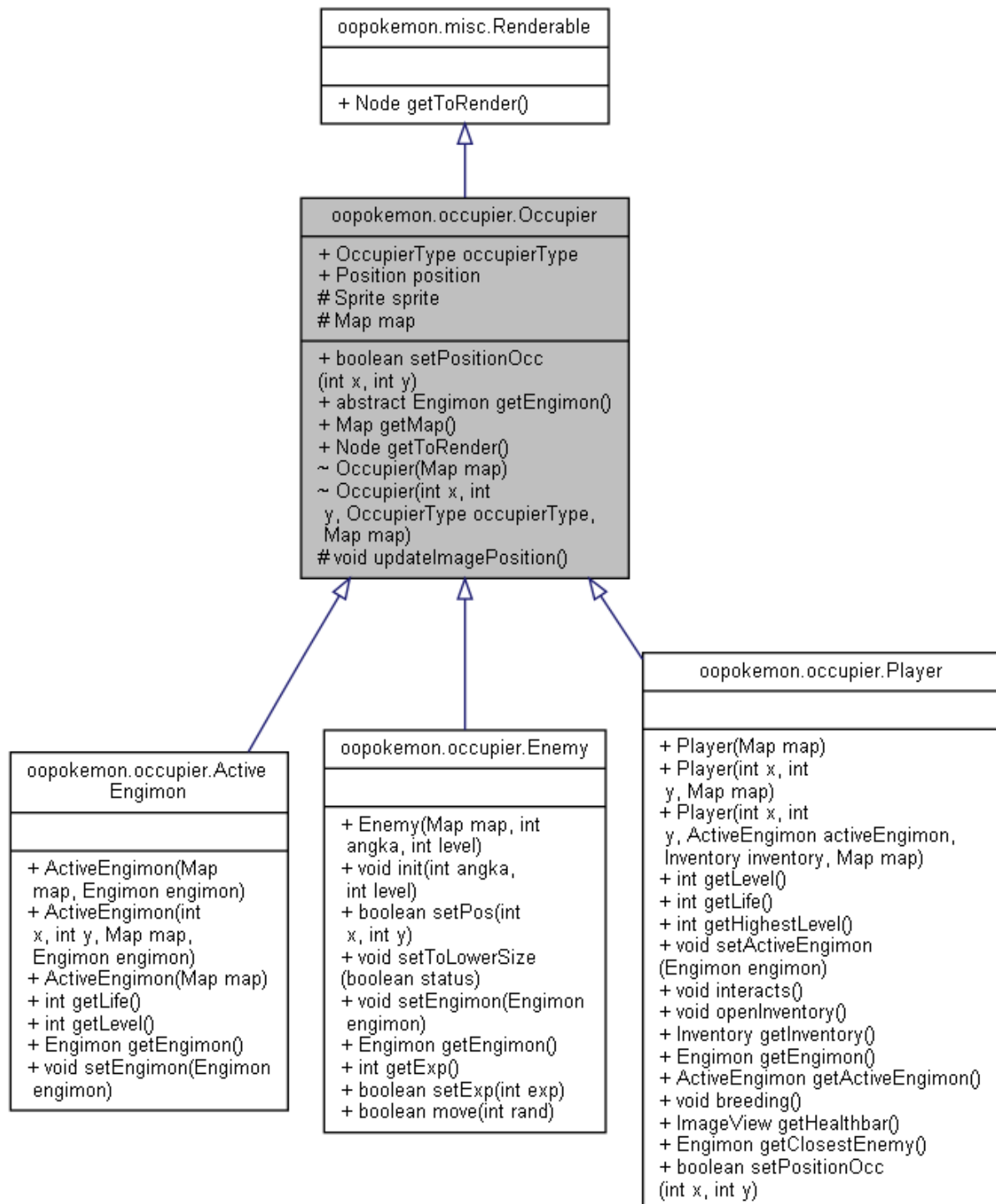


**The documentation for this class was generated from the following file:**

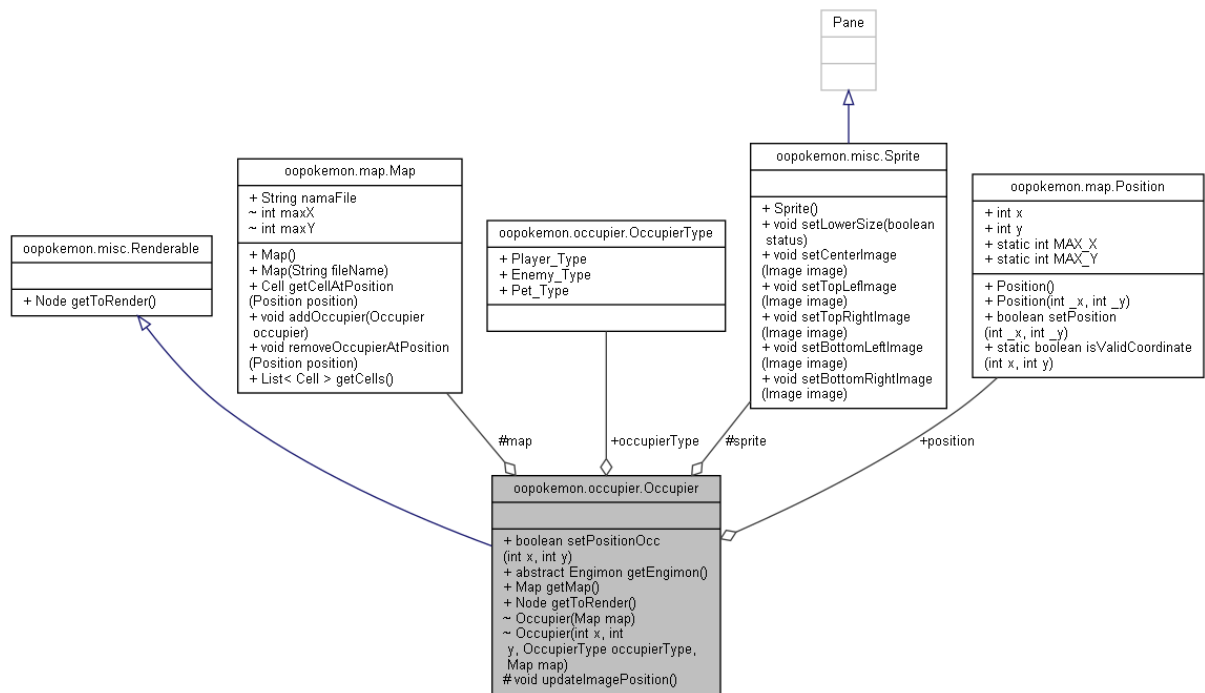
- `Juan/TubesOOP2/src/oopokemon/exception/NotInitializedException.java`

## oopokemon.occupier.Occupier Class Reference

Inheritance diagram for oopokemon.occupier.Occupier:



Collaboration diagram for oopokemon.occupier.Occupier:



## Public Member Functions

- boolean **setPositionOcc** (int x, int y)
- abstract **Engimon getEngimon** ()
- **Map getMap** ()
- Node **getToRender** ()

## Public Attributes

- **OccupierType occupierType**
- **Position position**

## Protected Member Functions

- void **updateImagePosition** ()

## Protected Attributes

- **Sprite sprite**
- **Map map**

---

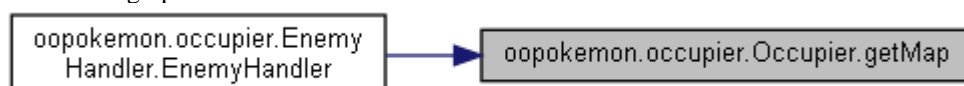
## Member Function Documentation

**abstract Engimon oopokemon.occupier.Occupier.getEngimon ()** [abstract]

Reimplemented in **oopokemon.occupier.Player** (p.132), **oopokemon.occupier.Enemy** (p.51), and **oopokemon.occupier.ActiveEngimon** (p.19).

### Map oopokemon.occupier.Occupier.getMap ()

Here is the caller graph for this function:



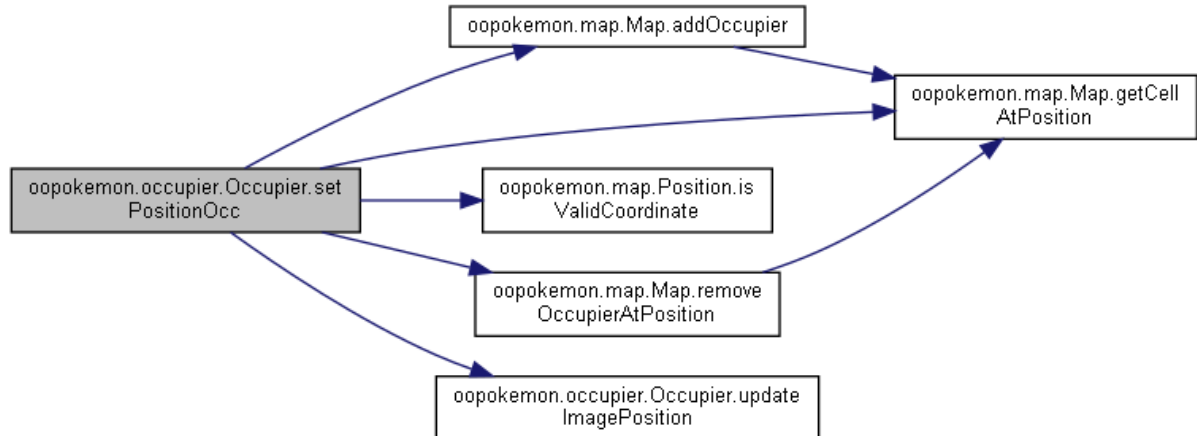
## Node `oopokemon.occupier.Occupier.setToRender ()`

Implements `oopokemon.misc.Renderable` (p.144).

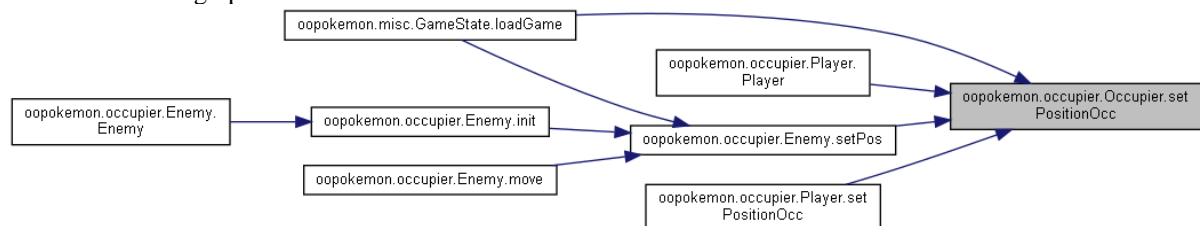
## `boolean oopokemon.occupier.Occupier.setPositionOcc (int x, int y)`

Reimplemented in `oopokemon.occupier.Player` (p.135).

Here is the call graph for this function:

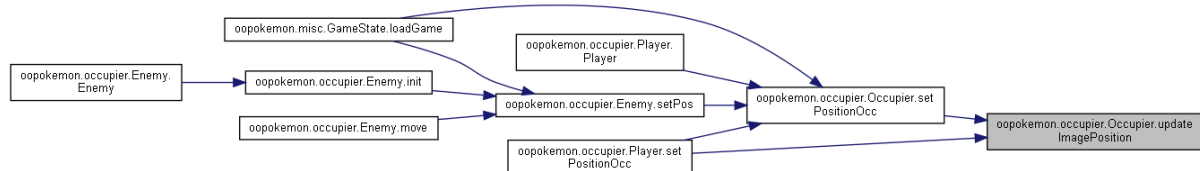


Here is the caller graph for this function:



## `void oopokemon.occupier.Occupier.updateImagePosition () [protected]`

Here is the caller graph for this function:



---

## Member Data Documentation

Map `oopokemon.occupier.Occupier.map` [protected]

OccupierType `oopokemon.occupier.Occupier.occupierType`

Position `oopokemon.occupier.Occupier.position`

Sprite `oopokemon.occupier.Occupier.sprite` [protected]

---

The documentation for this class was generated from the following file:

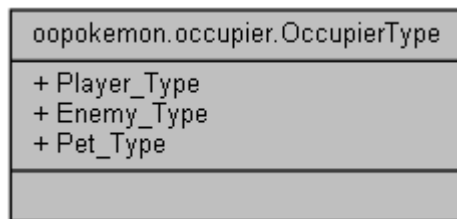
- Juan/TubesOOP2/src/oopokemon/occupier/Occupier.java





## oopokemon.occupier.OccupierType Enum Reference

Collaboration diagram for oopokemon.occupier.OccupierType:



### Public Attributes

- `Player_Type`
- `Enemy_Type`
- `Pet_Type`

---

### Member Data Documentation

`oopokemon.occupier.OccupierType.Enemy_Type`

`oopokemon.occupier.OccupierType.Pet_Type`

`oopokemon.occupier.OccupierType.Player_Type`

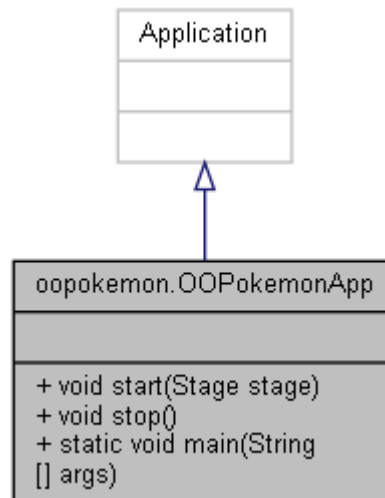
---

The documentation for this enum was generated from the following file:

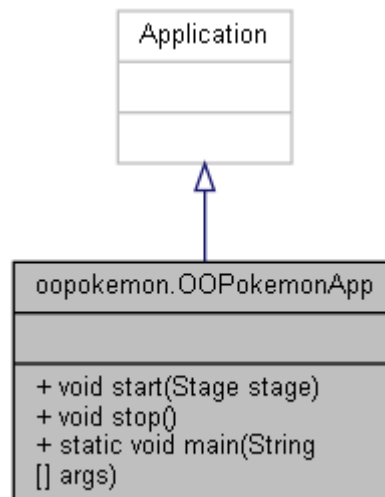
- `Juan/TubesOOP2/src/oopokemon/occupier/OccupierType.java`

## oopokemon.OOPokemonApp Class Reference

Inheritance diagram for oopokemon.OOPokemonApp:



Collaboration diagram for oopokemon.OOPokemonApp:



### Public Member Functions

- `void start (Stage stage)` throws Exception
- `void stop ()` throws Exception

### Static Public Member Functions

- `static void main (String[] args)`

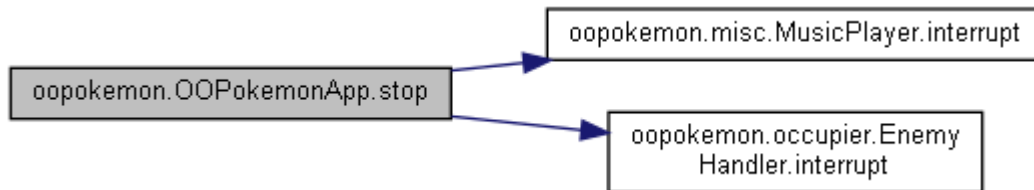
## Member Function Documentation

**static void oopokemon.OOPokemonApp.main (String[] args) [static]**

**void oopokemon.OOPokemonApp.start (Stage stage) throws Exception**

**void oopokemon.OOPokemonApp.stop () throws Exception**

Here is the call graph for this function:



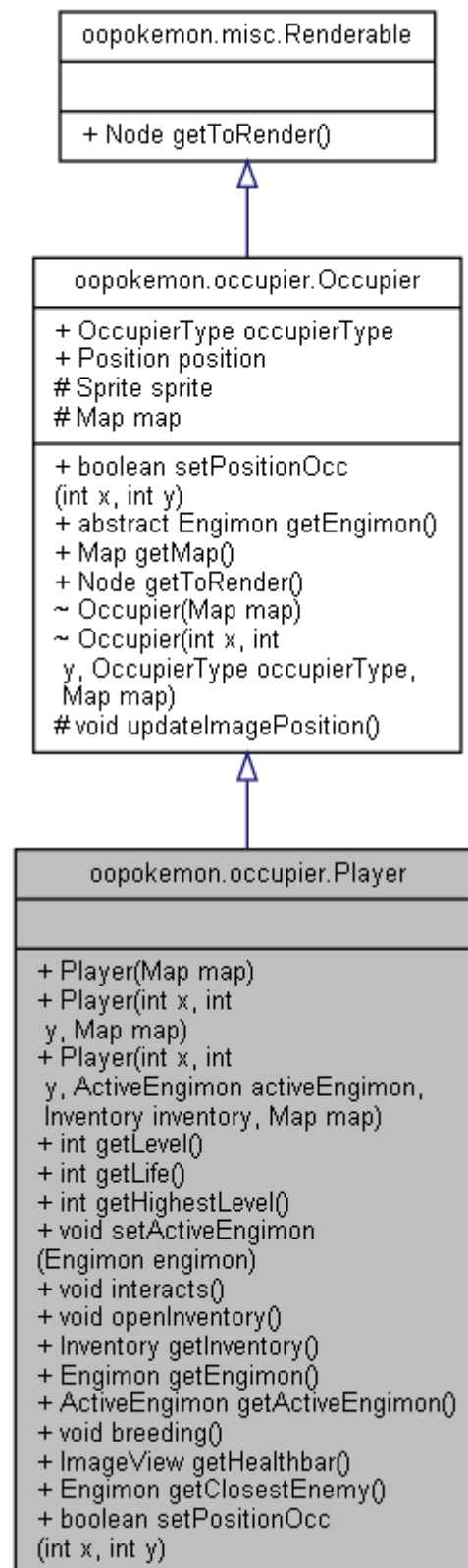
---

The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/OOPokemonApp.java

## oopokemon.occupier.Player Class Reference

Inheritance diagram for oopokemon.occupier.Player:



Collaboration diagram for oopokemon.occupier.Player:



## Public Member Functions

- **Player (Map map)** throws NotInitializedException
- **Player (int x, int y, Map map)** throws NotInitializedException
- **Player (int x, int y, ActiveEngimon activeEngimon, Inventory inventory, Map map)** throws NotInitializedException
- **int getLevel ()**
- **int getLife ()**
- **int getHighestLevel ()**
- **void setActiveEngimon (Engimon engimon)**
- **void interacts ()**
- **void openInventory ()**
- **Inventory getInventory ()**
- **Engimon getEngimon ()**
- **ActiveEngimon getActiveEngimon ()**
- **void breeding ()**
- **ImageView getHealthbar ()**
- **Engimon getClosestEnemy ()**
- **boolean setPositionOcc (int x, int y)**

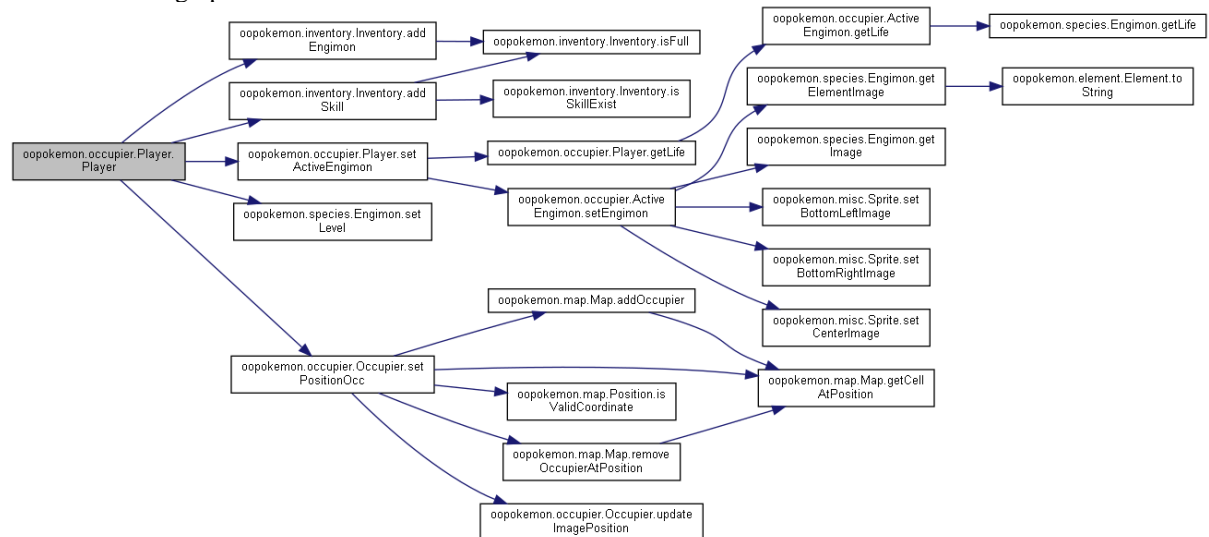
## Additional Inherited Members

### Constructor & Destructor Documentation

**oopokemon.occupier.Player.Player (Map *map*) throws NotImplementedException**

**oopokemon.occupier.Player.Player (int *x*, int *y*, Map *map*) throws NotImplementedException**

Here is the call graph for this function:

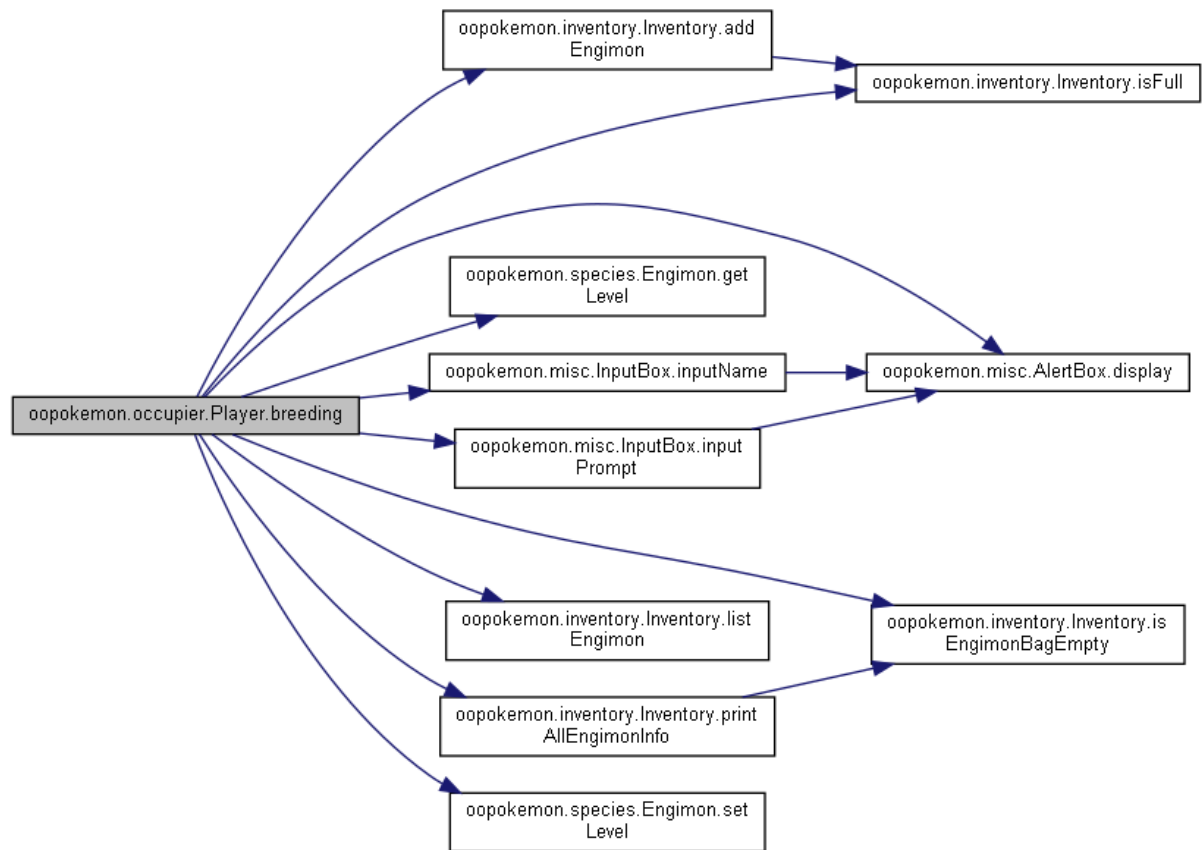


**oopokemon.occupier.Player.Player (int *x*, int *y*, ActiveEngimon *activeEngimon*, Inventory *inventory*, Map *map*) throws NotImplementedException**

### Member Function Documentation

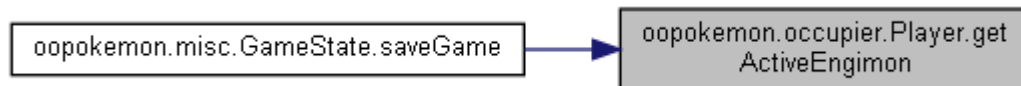
**void oopokemon.occupier.Player.breeding ()**

Here is the call graph for this function:



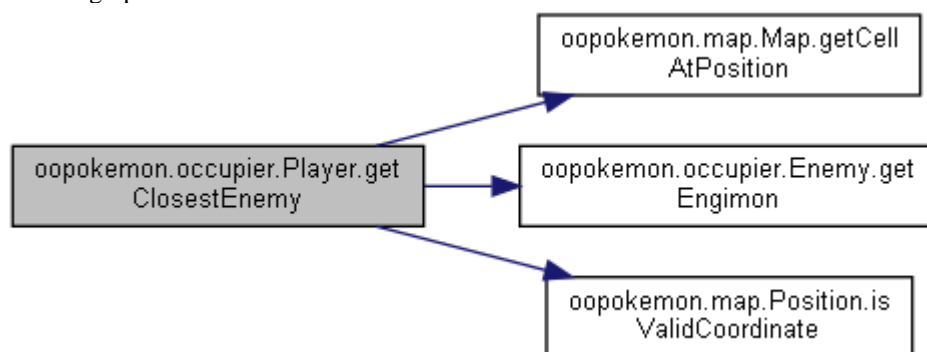
### ActiveEngimon oopokemon.occupier.Player.getActiveEngimon ()

Here is the caller graph for this function:



### Engimon oopokemon.occupier.Player.getClosestEnemy ()

Here is the call graph for this function:



Here is the caller graph for this function:



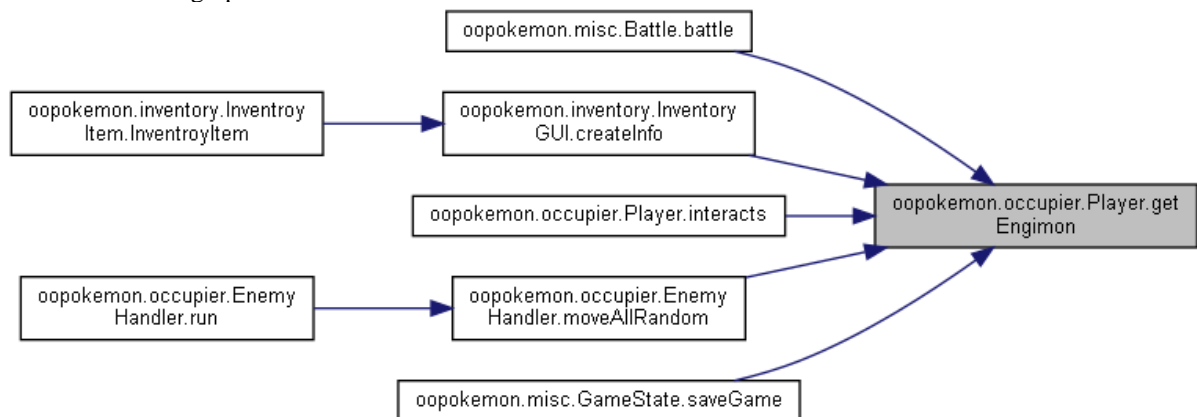
### Engimon oopokemon.occupier.Player.getEngimon ()

Reimplemented from `oopokemon.occupier.Occupier` (p.123).

Here is the call graph for this function:



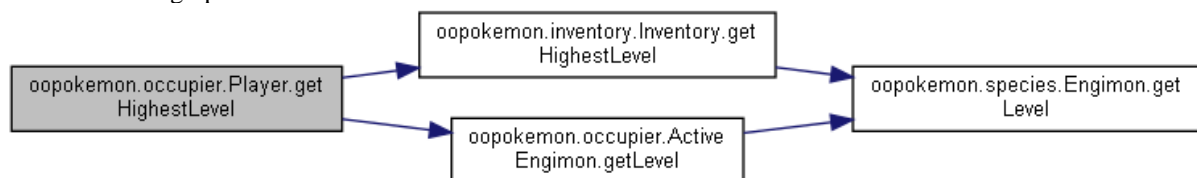
Here is the caller graph for this function:



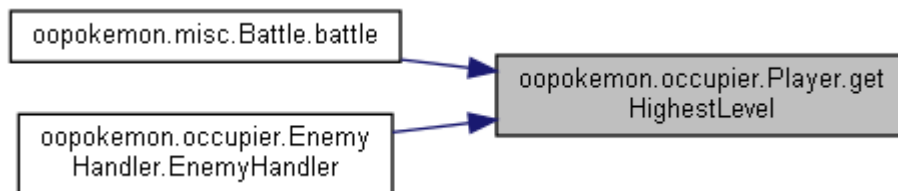
### ImageView oopokemon.occupier.Player.getHealthbar ()

#### int oopokemon.occupier.Player.getHighestLevel ()

Here is the call graph for this function:

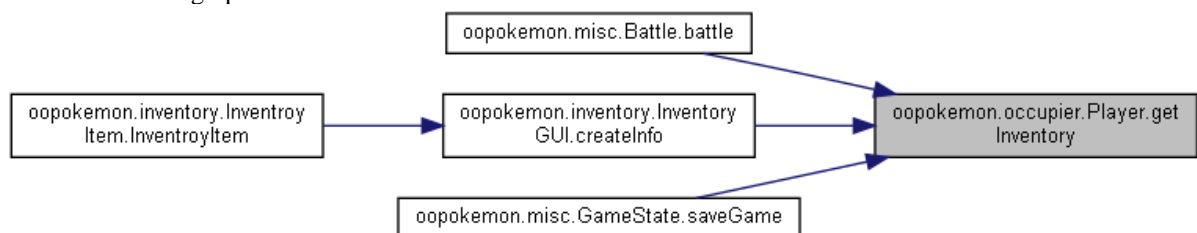


Here is the caller graph for this function:



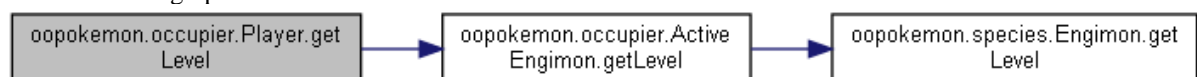
### Inventory oopokemon.occupier.Player.getInventory ()

Here is the caller graph for this function:



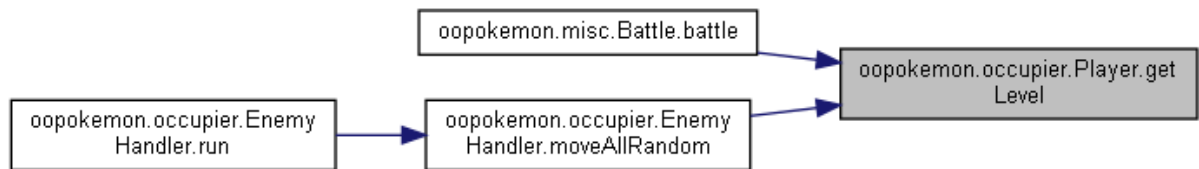
#### int oopokemon.occupier.Player.getLevel ()

Here is the call graph for this function:



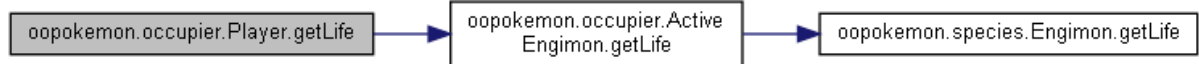
Here is the caller graph for this function:



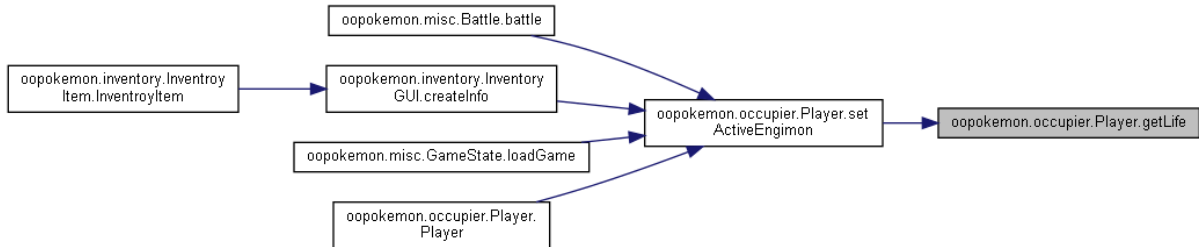


### int oopokemon.occupier.Player.getLife ()

Here is the call graph for this function:

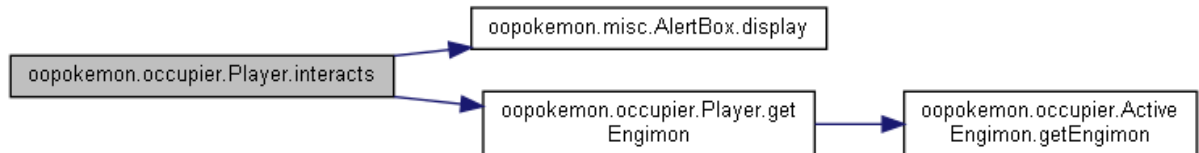


Here is the caller graph for this function:



### void oopokemon.occupier.Player.interacts ()

Here is the call graph for this function:



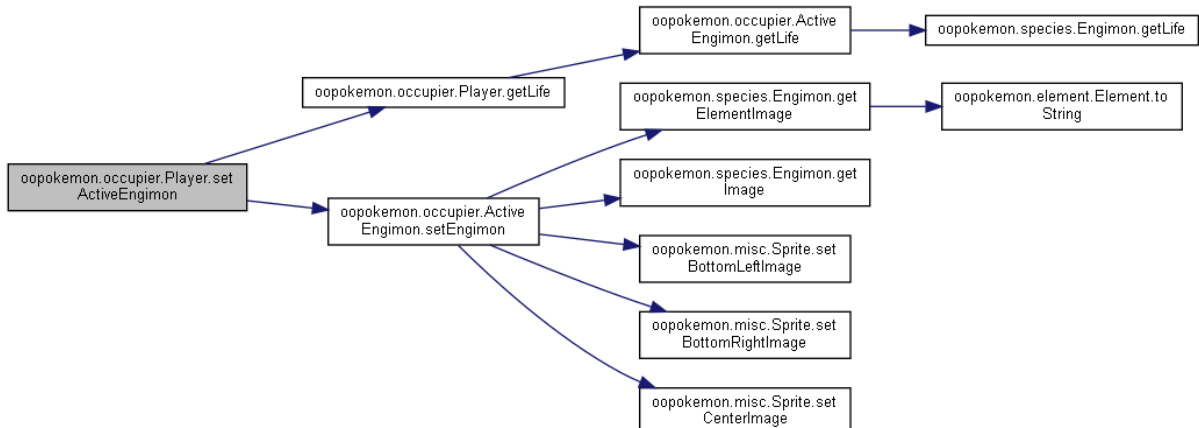
### void oopokemon.occupier.Player.openInventory ()

Here is the call graph for this function:

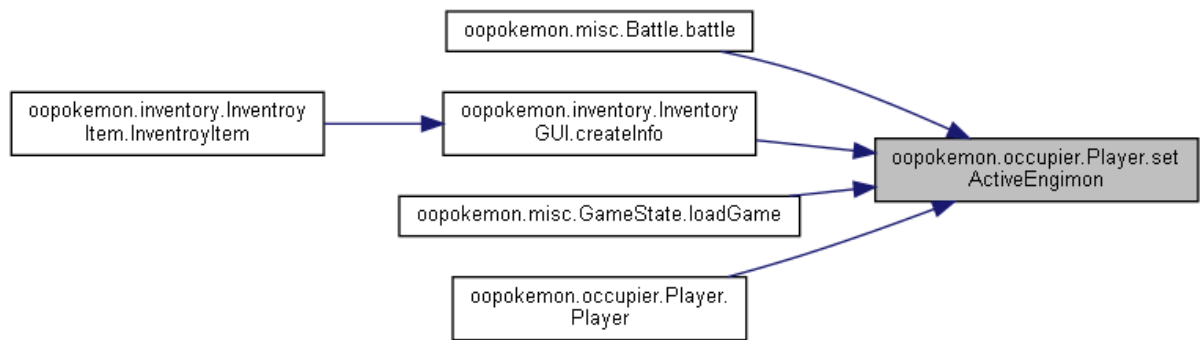


### void oopokemon.occupier.Player.setActiveEngimon (Engimon engimon)

Here is the call graph for this function:



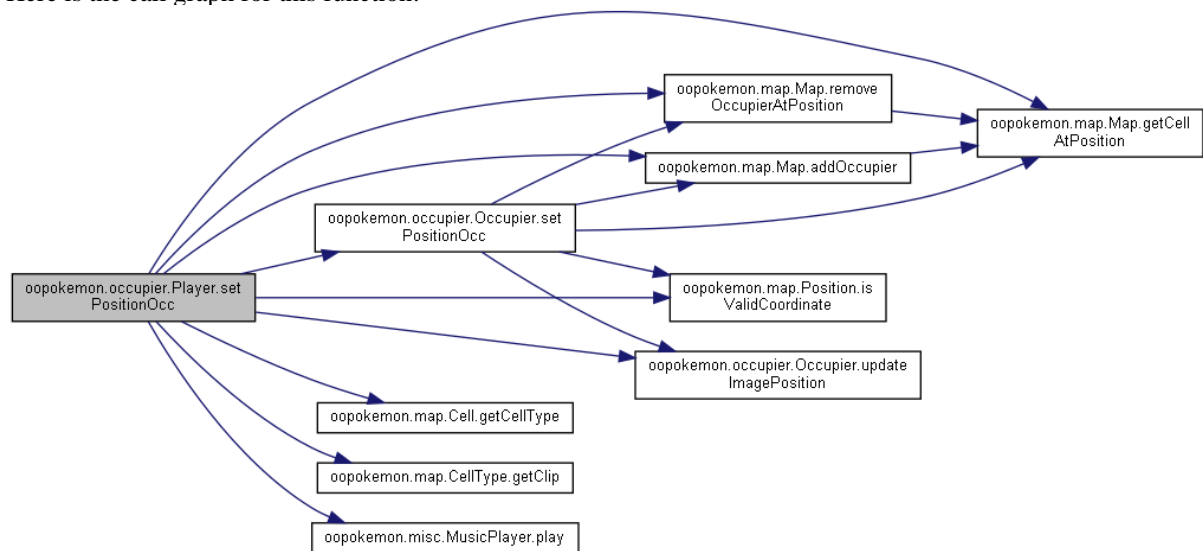
Here is the caller graph for this function:



**boolean oopokemon.occupier.Player.setPositionOcc (int x, int y)**

Reimplemented from `oopokemon.occupier.Occupier` (p.124).

Here is the call graph for this function:



The documentation for this class was generated from the following file:

- Juan/TubesOOP2/src/oopokemon/occupier/**Player.java**

## oopokemon.map.Position Class Reference

Collaboration diagram for oopokemon.map.Position:

oopokemon.map.Position
+ int x + int y + static int MAX_X + static int MAX_Y
+ Position() + Position(int _x, int _y) + boolean setPosition (int _x, int _y) + static boolean isValidCoordinate (int x, int y)

### Public Member Functions

- **Position** ()
- **Position** (int \_x, int \_y)
- boolean **setPosition** (int \_x, int \_y)

### Static Public Member Functions

- static boolean **isValidCoordinate** (int x, int y)

### Public Attributes

- int x
- int y

### Static Public Attributes

- static int **MAX\_X** = 30
- static int **MAX\_Y** = 20

---

## Constructor & Destructor Documentation

**oopokemon.map.Position.Position** ()

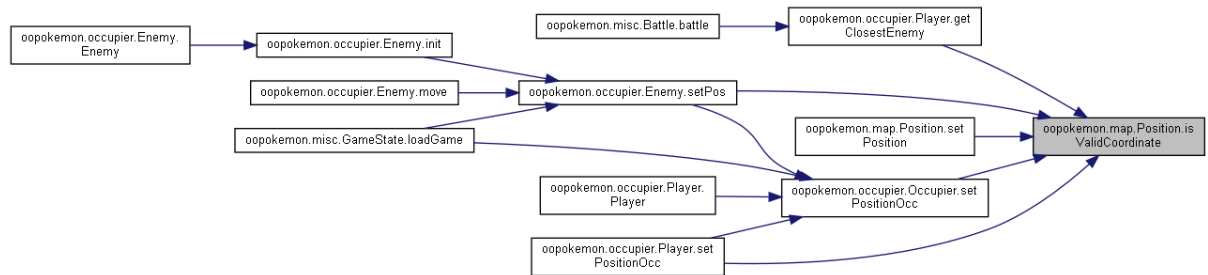
**oopokemon.map.Position.Position** (int \_x, int \_y)

---

## Member Function Documentation

**static boolean oopokemon.map.Position.isValidCoordinate** (int x, int y)[static]

Here is the caller graph for this function:



**boolean oopokemon.map.Position.setPosition (int \_x, int \_y)**

Here is the call graph for this function:




---

## Member Data Documentation

**int oopokemon.map.Position.MAX\_X = 30 [static]**

**int oopokemon.map.Position.MAX\_Y = 20 [static]**

**int oopokemon.map.Position.x**

**int oopokemon.map.Position.y**

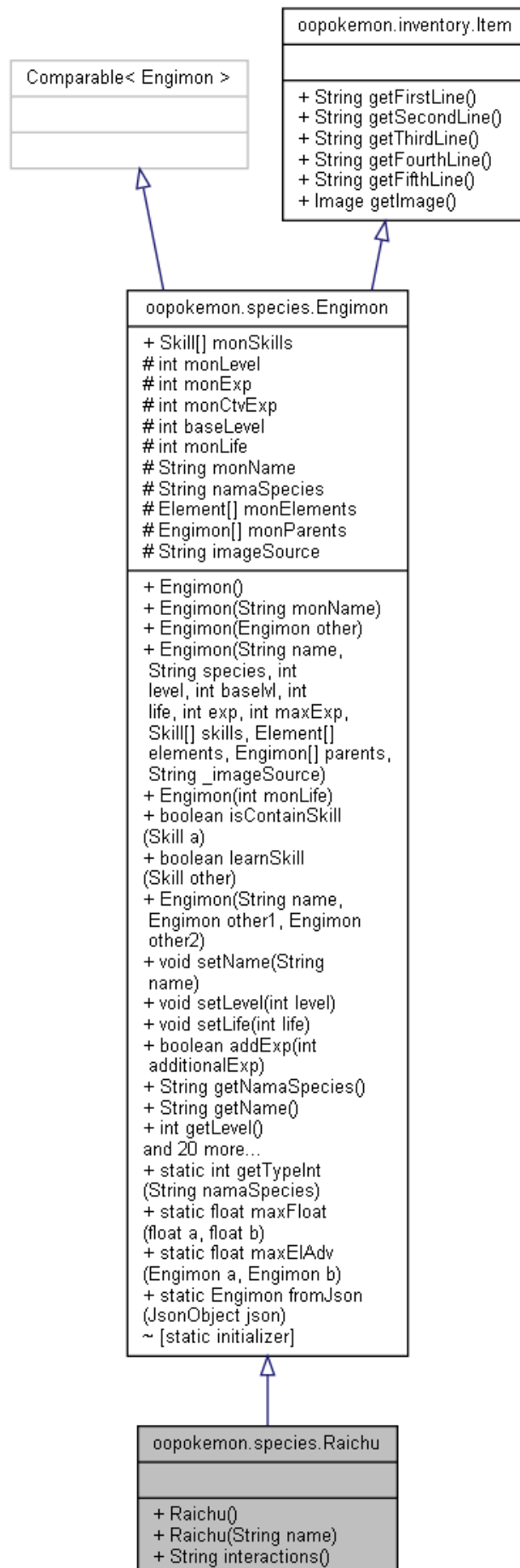
---

The documentation for this class was generated from the following file:

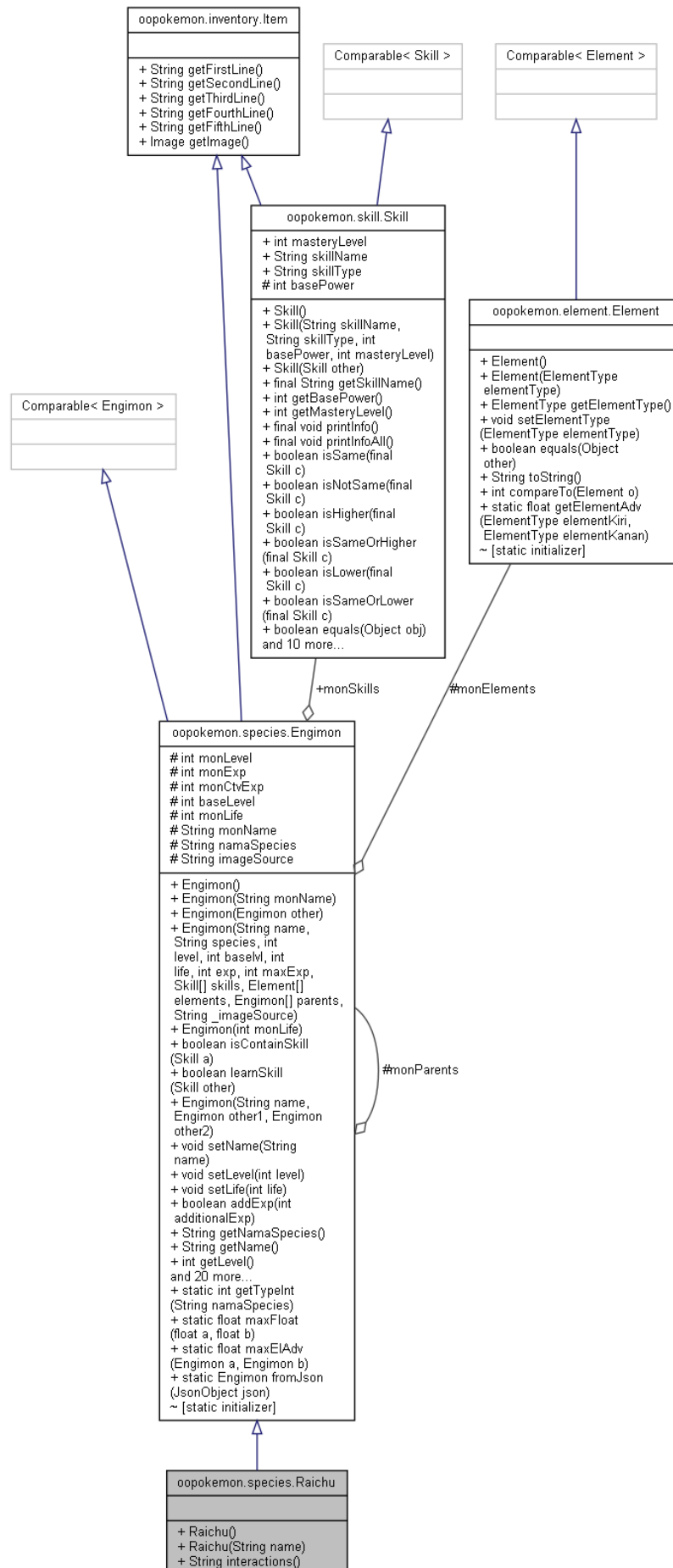
- Juan/TubesOOP2/src/oopokemon/map/**Position.java**

## **oopokemon.species.Raichu Class Reference**

Inheritance diagram for oopokemon.species.Raichu:



Collaboration diagram for oopokemon.species.Raichu:





## Public Member Functions

- **Raichu** ()
- **Raichu** (String *name*)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Raichu.Raichu** ()

**oopokemon.species.Raichu.Raichu** (String *name*)

---

## Member Function Documentation

**String oopokemon.species.Raichu.interactions** ()

Reimplemented from **oopokemon.species.Engimon** (*p.65*).

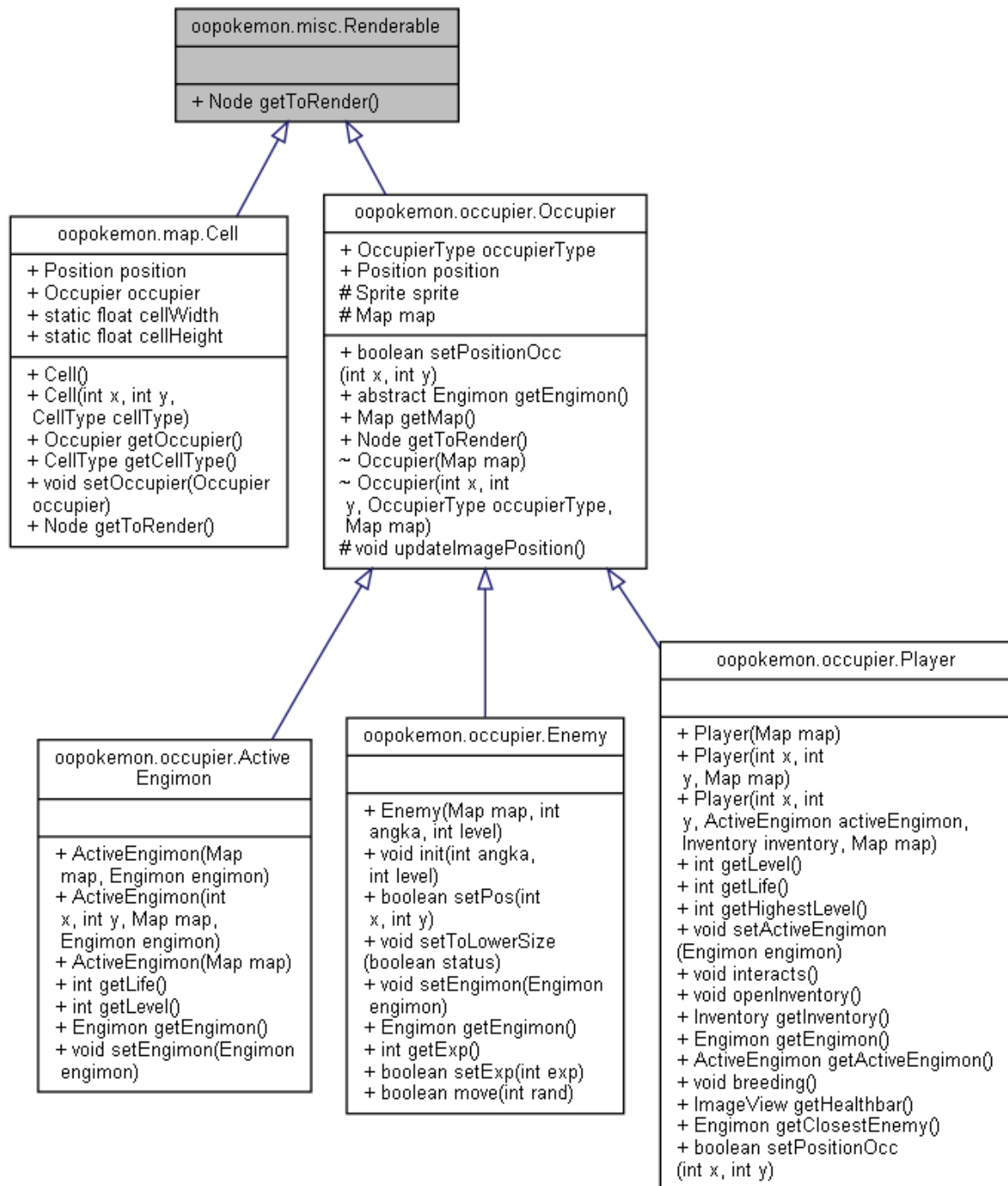
---

The documentation for this class was generated from the following file:

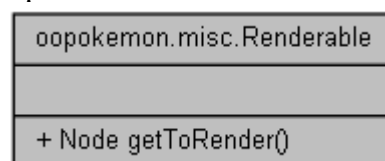
- Juan/TubesOOP2/src/oopokemon/species/**Raichu.java**

## oopokemon.misc.Renderable Interface Reference

Inheritance diagram for oopokemon.misc.Renderable:



Collaboration diagram for oopokemon.misc.Renderable:



## Public Member Functions

- Node `getToRender ()`
- 

## Detailed Description

renderable interface untuk mereka yang bisa di render

---

## Member Function Documentation

### Node `oopokemon.misc.Renderable.getToRender ()`

Implemented in `oopokemon.occupier.Occupier` (*p.124*), and `oopokemon.map.Cell` (*p.37*).

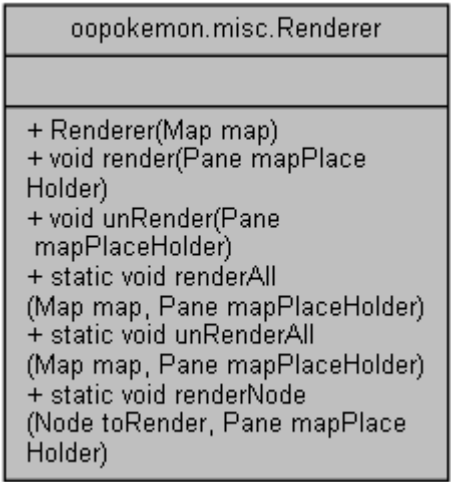
---

The documentation for this interface was generated from the following file:

- `Juan/TubesOOP2/src/oopokemon/misc/Renderable.java`

# oopokemon.misc.Renderer Class Reference

Collaboration diagram for oopokemon.misc.Renderer:



## Public Member Functions

- **Renderer** (**Map** map)
- void **render** (Pane mapPlaceHolder)
- void **unRender** (Pane mapPlaceHolder)

## Static Public Member Functions

- static void **renderAll** (**Map** map, Pane mapPlaceHolder)
- static void **unRenderAll** (**Map** map, Pane mapPlaceHolder)
- static void **renderNode** (Node toRender, Pane mapPlaceHolder)

---

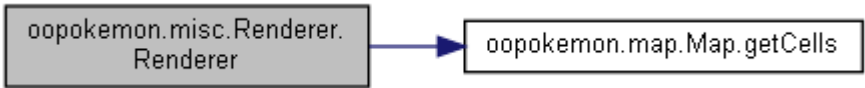
## Constructor & Destructor Documentation

**oopokemon.misc.Renderer.Renderer (Map map)**

### Parameters

<i>map</i>	is what to render
------------	-------------------

Here is the call graph for this function:



---

## Member Function Documentation

**void oopokemon.misc.Renderer.render (Pane mapPlaceHolder)**

### Parameters

<i>mapPlaceHolder</i>	is where to render
-----------------------	--------------------

**static void oopokemon.misc.Renderer.renderAll (Map *map*, Pane *mapPlaceholder*) [static]**

#### Parameters

<i>map</i>	is what to render
<i>mapPlaceholder</i>	is where to render

Here is the call graph for this function:



**static void oopokemon.misc.Renderer.renderNode (Node *toRender*, Pane *mapPlaceholder*) [static]**

**void oopokemon.misc.Renderer.unRender (Pane *mapPlaceholder*)**

#### Parameters

<i>mapPlaceholder</i>	is where to unRender
-----------------------	----------------------

**static void oopokemon.misc.Renderer.unRenderAll (Map *map*, Pane *mapPlaceholder*) [static]**

#### Parameters

<i>map</i>	is what to render
<i>mapPlaceholder</i>	is where to unRender

Here is the call graph for this function:



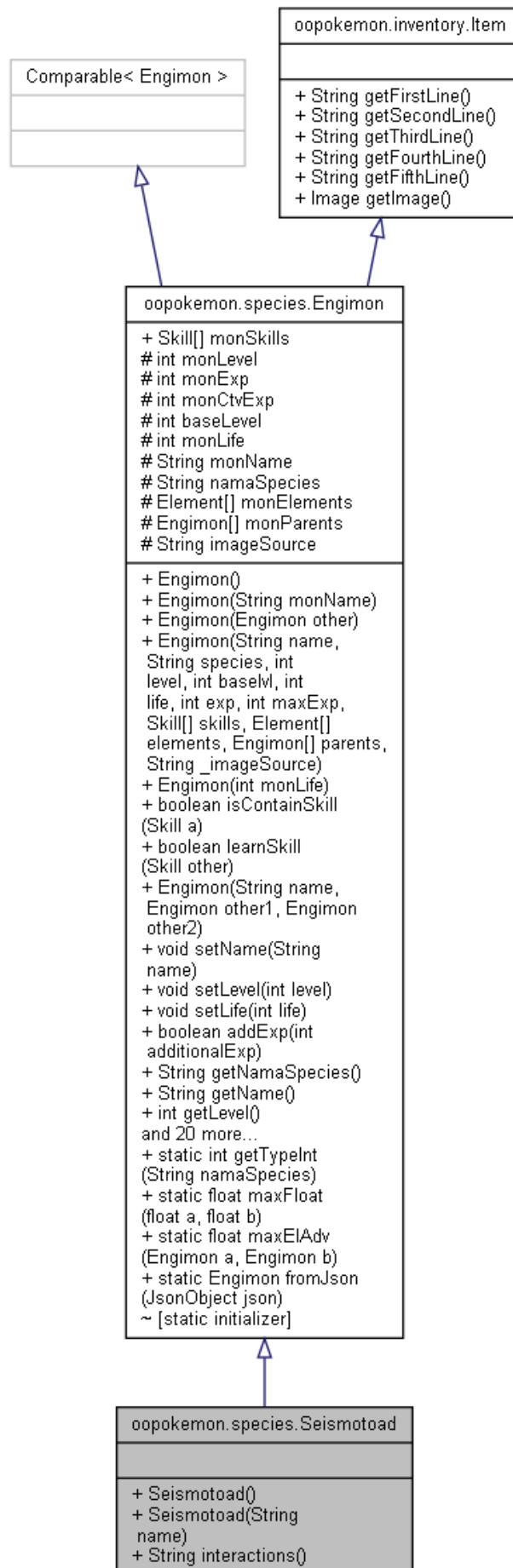

---

**The documentation for this class was generated from the following file:**

- Juan/TubesOOP2/src/oopokemon/misc/**Renderer.java**

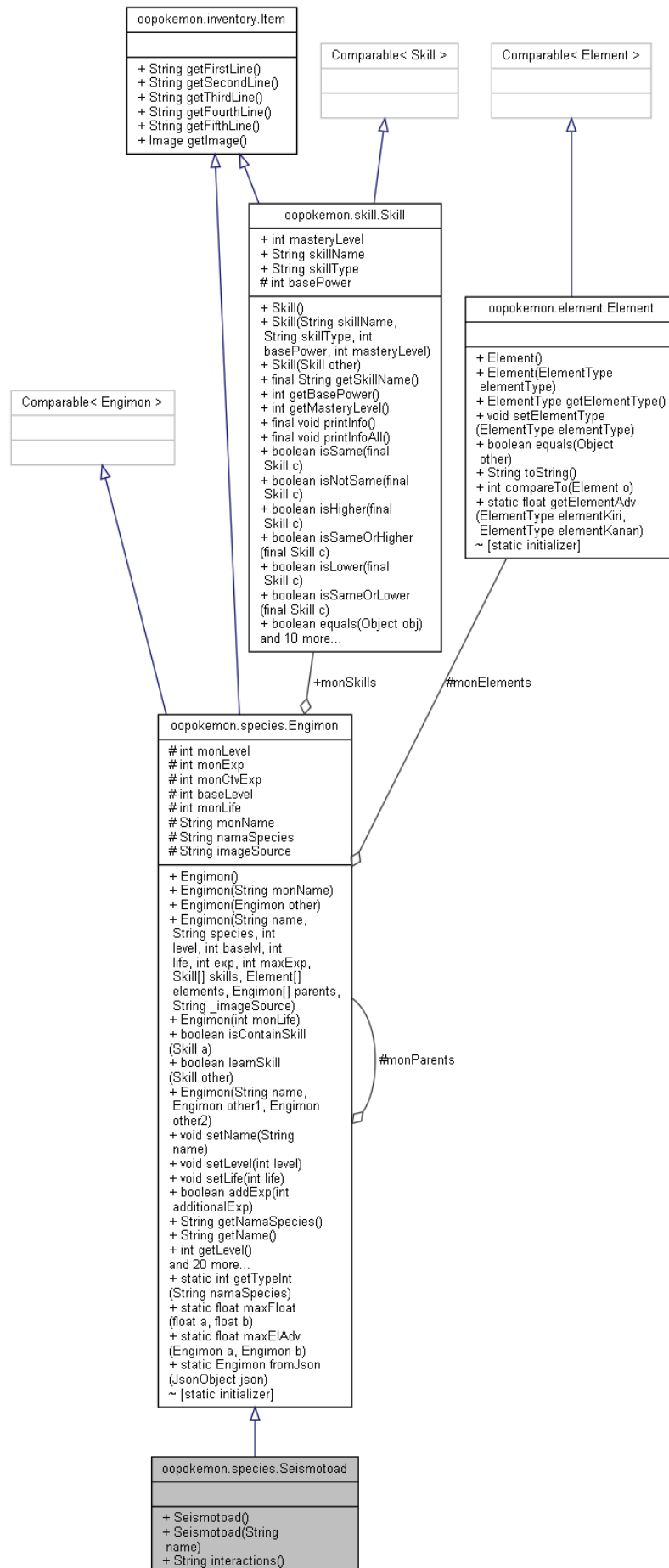
## **oopokemon.species.Seismotoad Class Reference**

Inheritance diagram for oopokemon.species.Seismotoad:



Collaboration diagram for oopokemon.species.Seismotoad:





## Public Member Functions

- **Seismotoad** ()
- **Seismotoad** (String name)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Seismotoad.Seismotoad** ()

**oopokemon.species.Seismotoad.Seismotoad** (String *name*)

---

## Member Function Documentation

**String oopokemon.species.Seismotoad.interactions** ()

Reimplemented from **oopokemon.species.Engimon** (*p.65*).

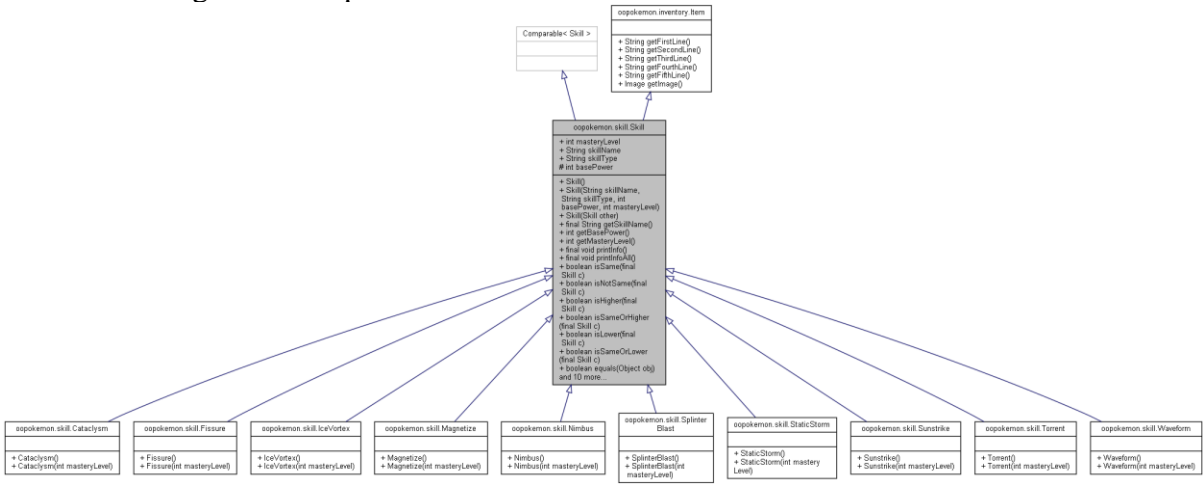
---

The documentation for this class was generated from the following file:

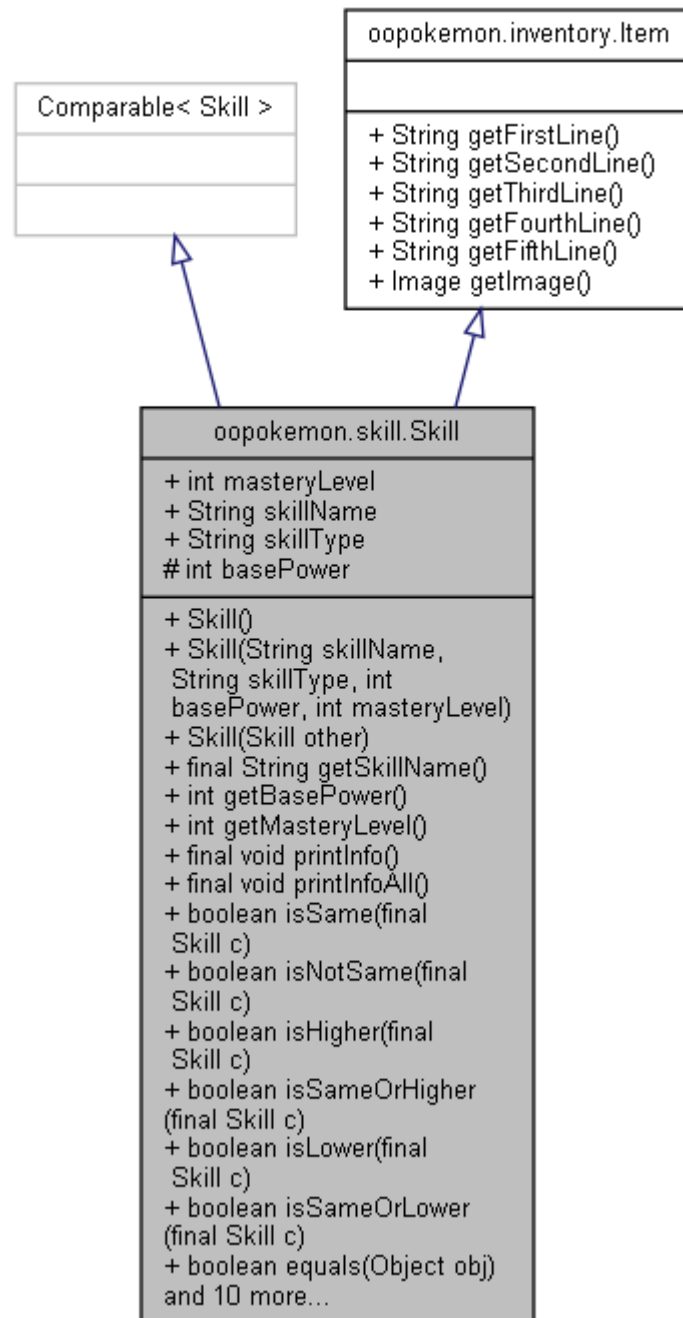
- Juan/TubesOOP2/src/oopokemon/species/**Seismotoad.java**

# oopokemon.skill.Skill Class Reference

Inheritance diagram for oopokemon.skill.Skill:



Collaboration diagram for oopokemon.skill.Skill:



## Public Member Functions

- **Skill ()**
- **Skill (String skillName, String skillType, int basePower, int masteryLevel)**
- **Skill (Skill other)**
- **final String getSkillName ()**
- **int getBasePower ()**
- **int getMasteryLevel ()**
- **final void printInfo ()**
- **final void printInfoAll ()**
- **boolean isSame (final Skill c)**
- **boolean isNotSame (final Skill c)**
- **boolean isHigher (final Skill c)**
- **boolean isSameOrHigher (final Skill c)**

- boolean **isLower** (final **Skill** c)
- boolean **isSameOrLower** (final **Skill** c)
- boolean **equals** (Object obj)
- int **compareTo** (**Skill** o)
- String **toString** ()
- int **hashCode** ()
- void **increaseMasteryLevel** ()
- String **getFirstLine** ()
- String **getSecondLine** ()
- String **getThirdLine** ()
- String **getFourthLine** ()
- String **getFifthLine** ()
- Image **getImage** ()

## Public Attributes

- int **masteryLevel**
- String **skillName**
- String **skillType**

## Protected Attributes

- int **basePower**

---

## Constructor & Destructor Documentation

### **oopokemon.skill.Skill.Skill ()**

Here is the caller graph for this function:



**oopokemon.skill.Skill.Skill (String skillName, String skillType, int basePower, int masteryLevel)**

**oopokemon.skill.Skill.Skill (Skill other)**

---

## Member Function Documentation

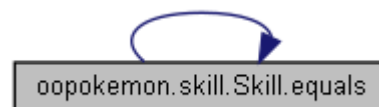
**int oopokemon.skill.Skill.compareTo (Skill o)**

**boolean oopokemon.skill.Skill.equals (Object obj)**

Here is the call graph for this function:

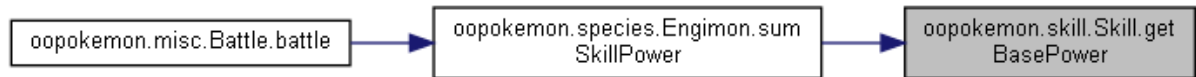


Here is the caller graph for this function:



### **int oopokemon.skill.Skill.getBasePower ()**

Here is the caller graph for this function:



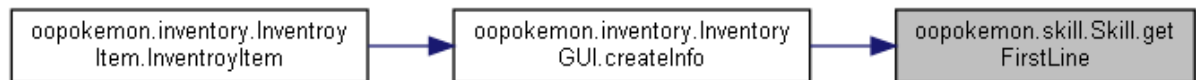
### **String oopokemon.skill.Skill.getFifthLine ()**

Implements **oopokemon.inventory.Item** (p.102).

### **String oopokemon.skill.Skill.getFirstLine ()**

Implements **oopokemon.inventory.Item** (p.102).

Here is the caller graph for this function:



### **String oopokemon.skill.Skill.getFourthLine ()**

Implements **oopokemon.inventory.Item** (p.103).

### **Image oopokemon.skill.Skill.getImage ()**

Implements **oopokemon.inventory.Item** (p.103).

### **int oopokemon.skill.Skill.getMasteryLevel ()**

Here is the caller graph for this function:

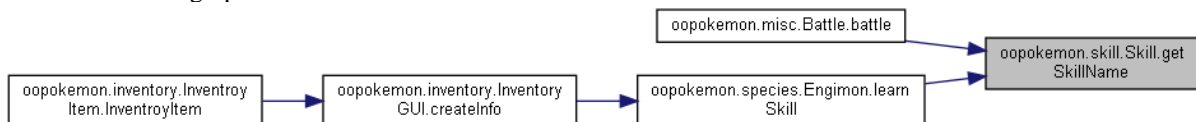


### **String oopokemon.skill.Skill.getSecondLine ()**

Implements **oopokemon.inventory.Item** (p.103).

### **final String oopokemon.skill.Skill.getSkillName ()**

Here is the caller graph for this function:



### **String oopokemon.skill.Skill.getThirdLine ()**

Implements **oopokemon.inventory.Item** (p.103).

### **int oopokemon.skill.Skill.hashCode ()**

### **void oopokemon.skill.Skill.increaseMasteryLevel ()**

Here is the caller graph for this function:



### boolean oopokemon.skill.Skill.isHigher (final Skill c)

Here is the caller graph for this function:



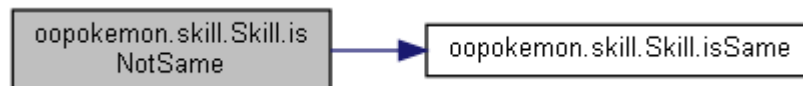
### boolean oopokemon.skill.Skill.isLower (final Skill c)

Here is the call graph for this function:



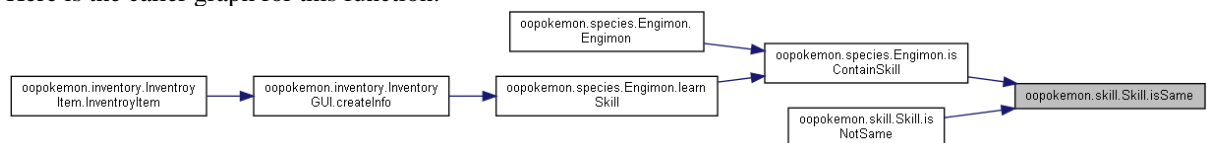
### boolean oopokemon.skill.Skill.isNotSame (final Skill c)

Here is the call graph for this function:



### boolean oopokemon.skill.Skill.isSame (final Skill c)

Here is the caller graph for this function:



### boolean oopokemon.skill.Skill.isSameOrHigher (final Skill c)

Here is the caller graph for this function:



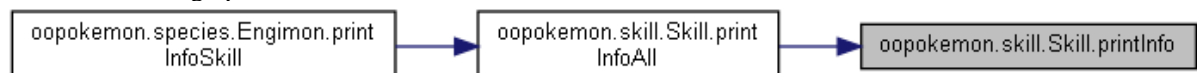
### boolean oopokemon.skill.Skill.isSameOrLower (final Skill c)

Here is the call graph for this function:



### final void oopokemon.skill.Skill.printlnInfo ()

Here is the caller graph for this function:



### final void oopokemon.skill.Skill.printlnInfoAll ()

Here is the call graph for this function:



Here is the caller graph for this function:



**String oopokemon.skill.Skill.toString ()**

---

### **Member Data Documentation**

**int oopokemon.skill.Skill.basePower [protected]**

**int oopokemon.skill.Skill.masteryLevel**

**String oopokemon.skill.Skill.skillName**

**String oopokemon.skill.Skill.skillType**

---

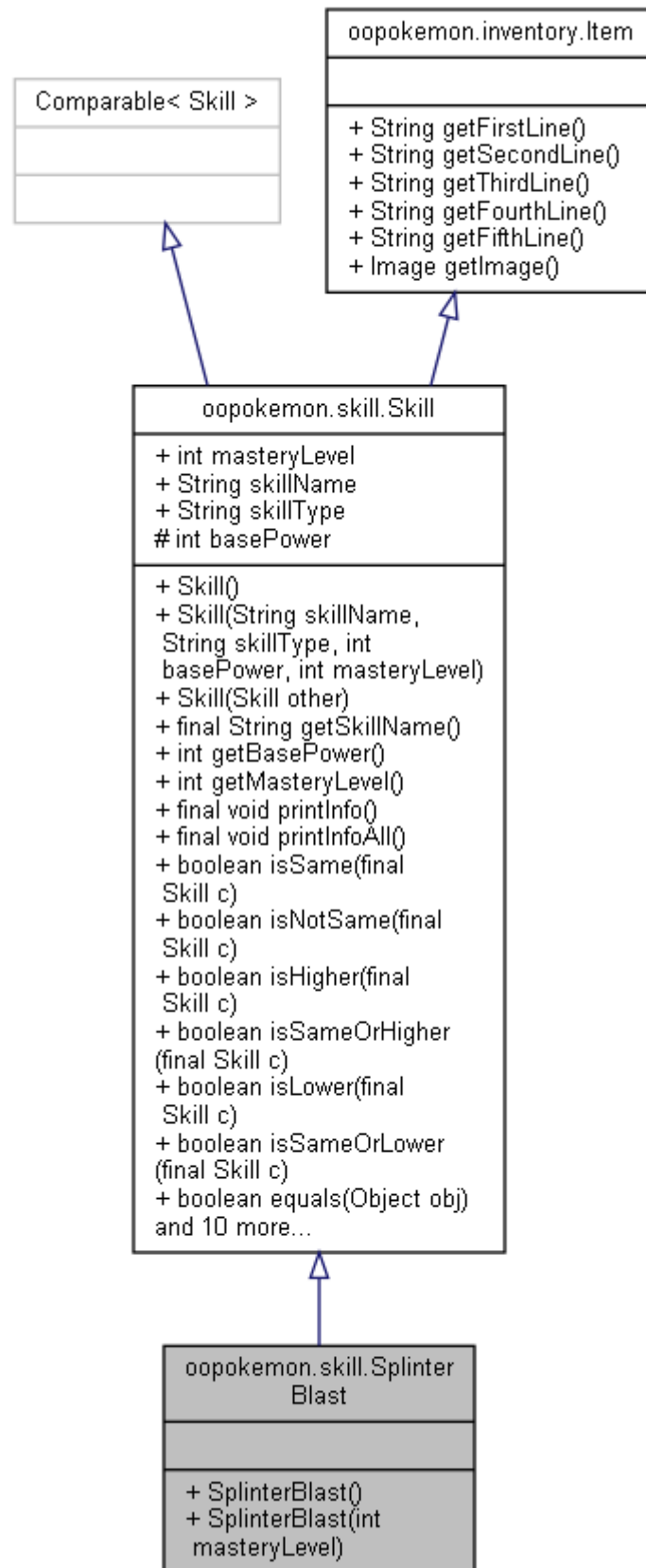
**The documentation for this class was generated from the following file:**

- Juan/TubesOOP2/src/oopokemon/skill/**Skill.java**

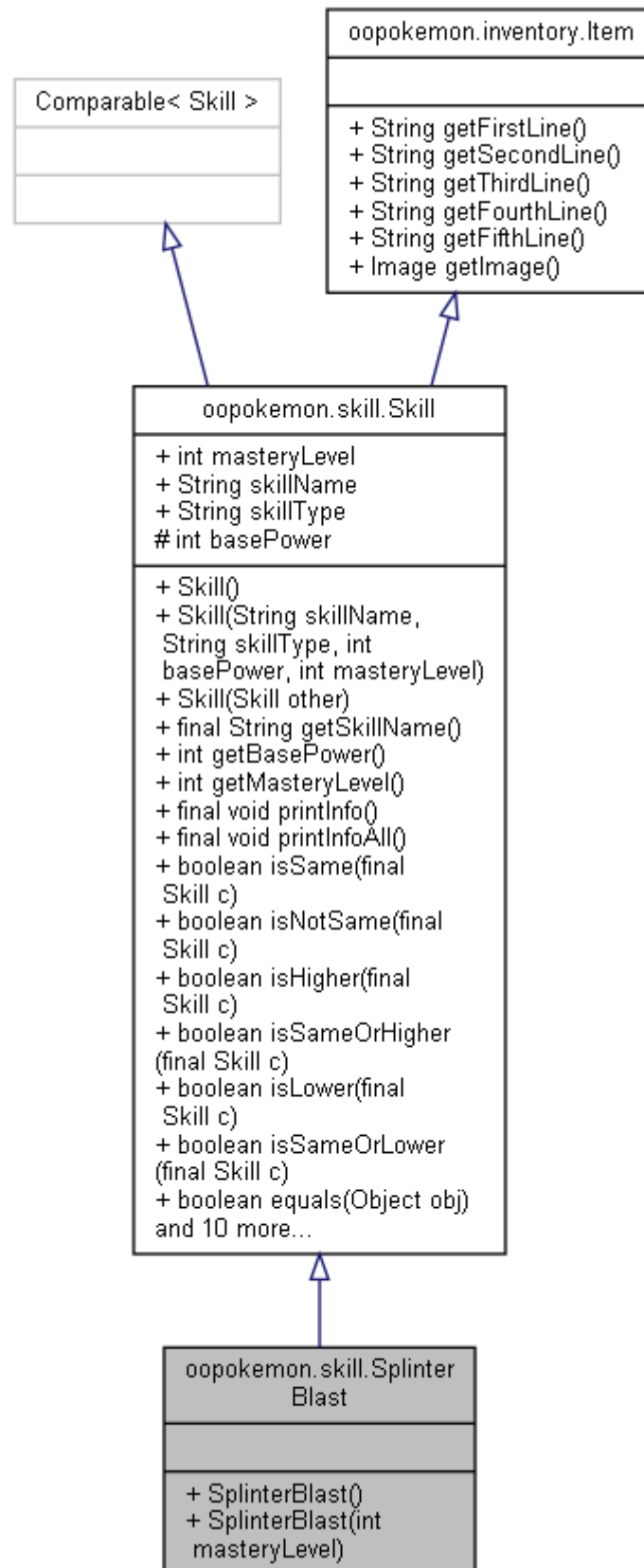


## oopokemon.skill.SplinterBlast Class Reference

Inheritance diagram for oopokemon.skill.SplinterBlast:



Collaboration diagram for oopokemon.skill.SplinterBlast:



## Public Member Functions

- **SplinterBlast ()**

- **SplinterBlast** (int masteryLevel)

## **Additional Inherited Members**

---

### **Constructor & Destructor Documentation**

**oopokemon.skill.SplinterBlast.SplinterBlast ()**

**oopokemon.skill.SplinterBlast.SplinterBlast (int *masteryLevel*)**

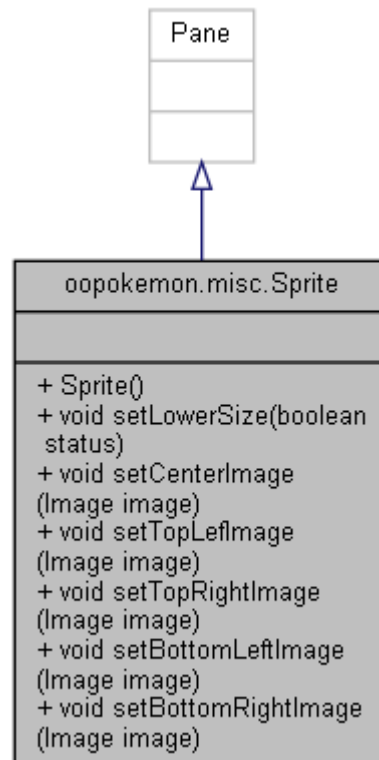
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**The documentation for this class was generated from the following file:**

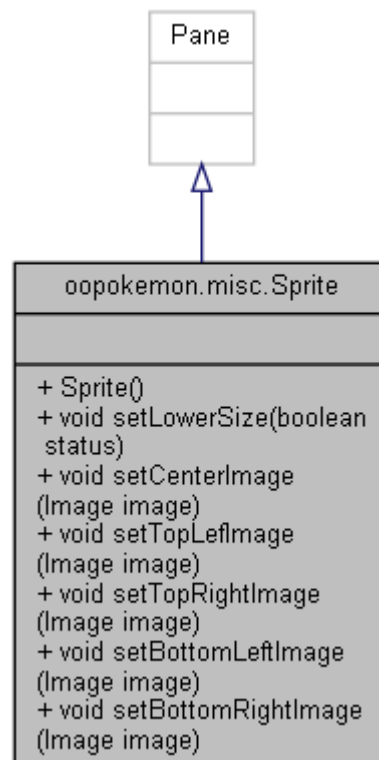
- Juan/TubesOOP2/src/oopokemon/skill/**SplinterBlast.java**

## oopokemon.misc.Sprite Class Reference

Inheritance diagram for oopokemon.misc.Sprite:



Collaboration diagram for oopokemon.misc.Sprite:



## Public Member Functions

- **Sprite ()**
- void **setLowerSize** (boolean status)
- void **setCenterImage** (Image image)
- void **setTopLeftImage** (Image image)
- void **setTopRightImage** (Image image)
- void **setBottomLeftImage** (Image image)
- void **setBottomRightImage** (Image image)

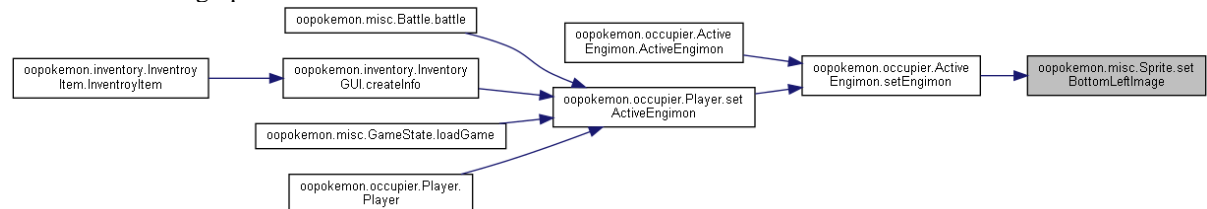
## Constructor & Destructor Documentation

**oopokemon.misc.Sprite.Sprite ()**

## Member Function Documentation

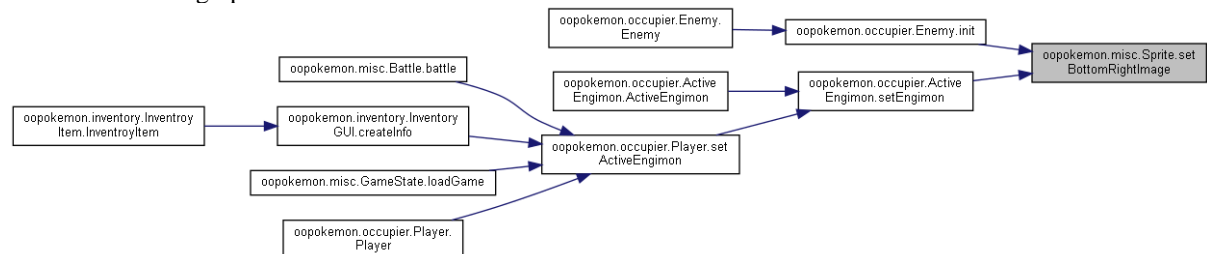
**void oopokemon.misc.Sprite.setBottomLeftImage (Image image)**

Here is the caller graph for this function:



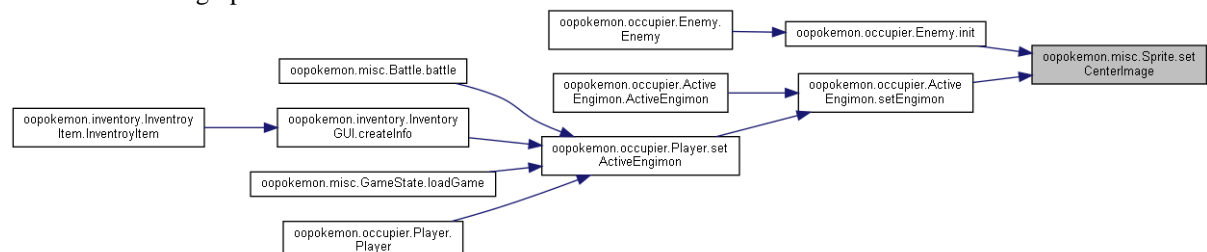
**void oopokemon.misc.Sprite.setBottomRightImage (Image image)**

Here is the caller graph for this function:



**void oopokemon.misc.Sprite.setCenterImage (Image image)**

Here is the caller graph for this function:



**void oopokemon.misc.Sprite.setLowerSize (boolean status)**

Here is the caller graph for this function:



**void oopokemon.misc.Sprite.setTopLeftImage (Image *image*)**

**void oopokemon.misc.Sprite.setTopRightImage (Image *image*)**

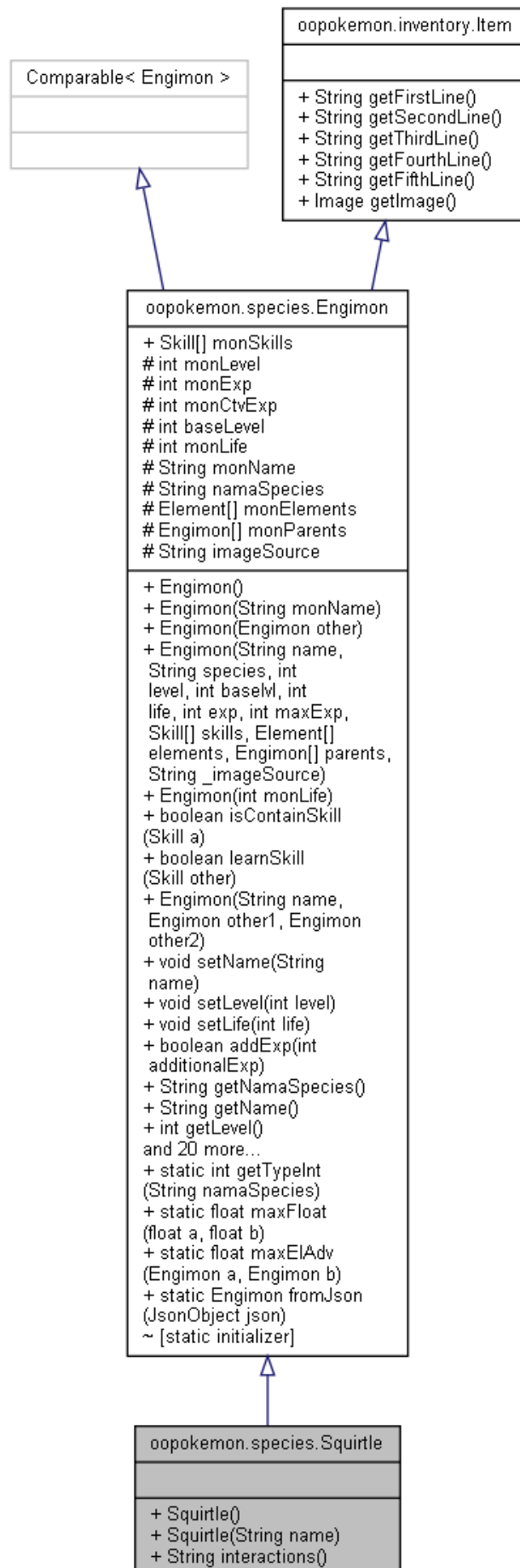
---

**The documentation for this class was generated from the following file:**

- **Juan/TubesOOP2/src/oopokemon/misc/*Sprite.java***

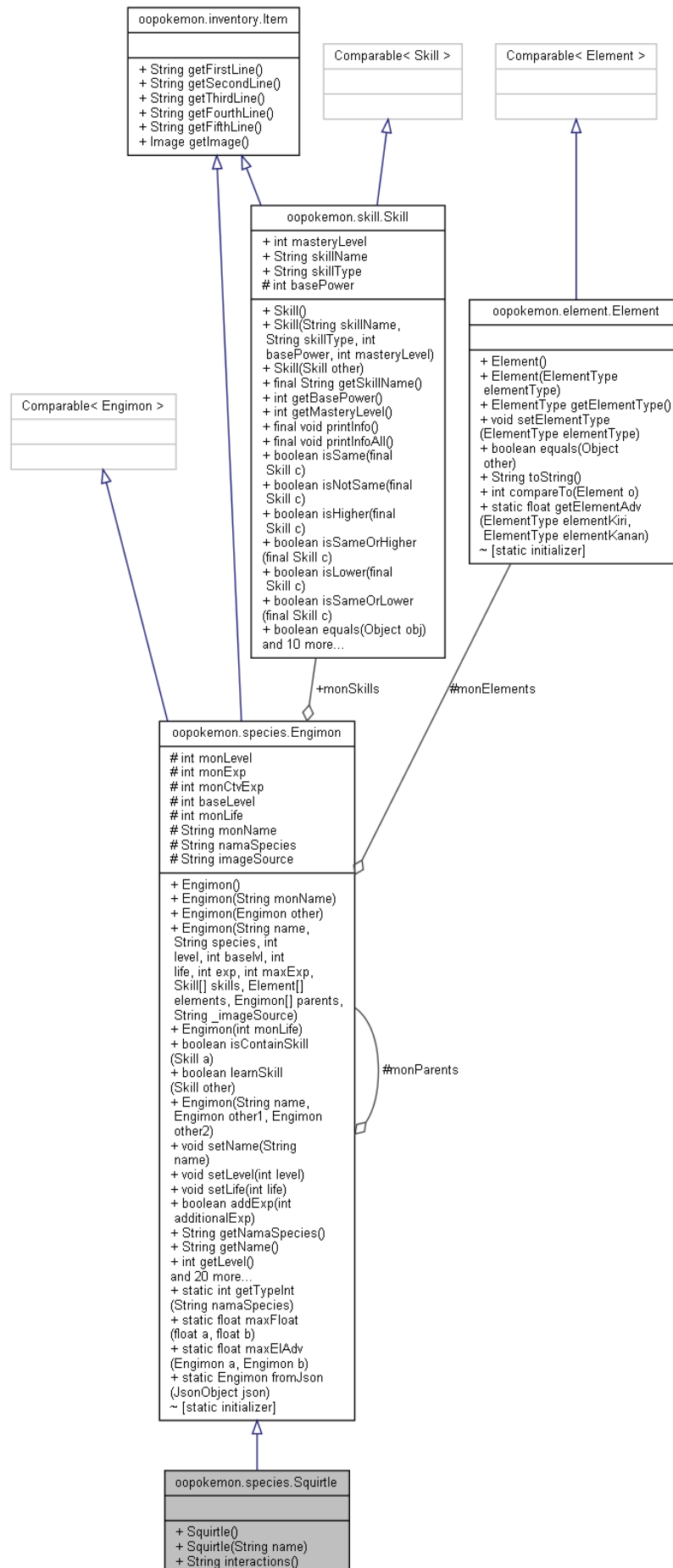
## **oopokemon.species.Squirtle Class Reference**

Inheritance diagram for oopokemon.species.Squirtle:





Collaboration diagram for oopokemon.species.Squirtle:



## Public Member Functions

- **Squirtle** ()
- **Squirtle** (String name)
- String **interactions** ()

## Additional Inherited Members

---

## Constructor & Destructor Documentation

**oopokemon.species.Squirtle.Squirtle** ()

**oopokemon.species.Squirtle.Squirtle** (String *name*)

---

## Member Function Documentation

**String oopokemon.species.Squirtle.interactions** ()

Reimplemented from **oopokemon.species.Engimon** (*p.65*).

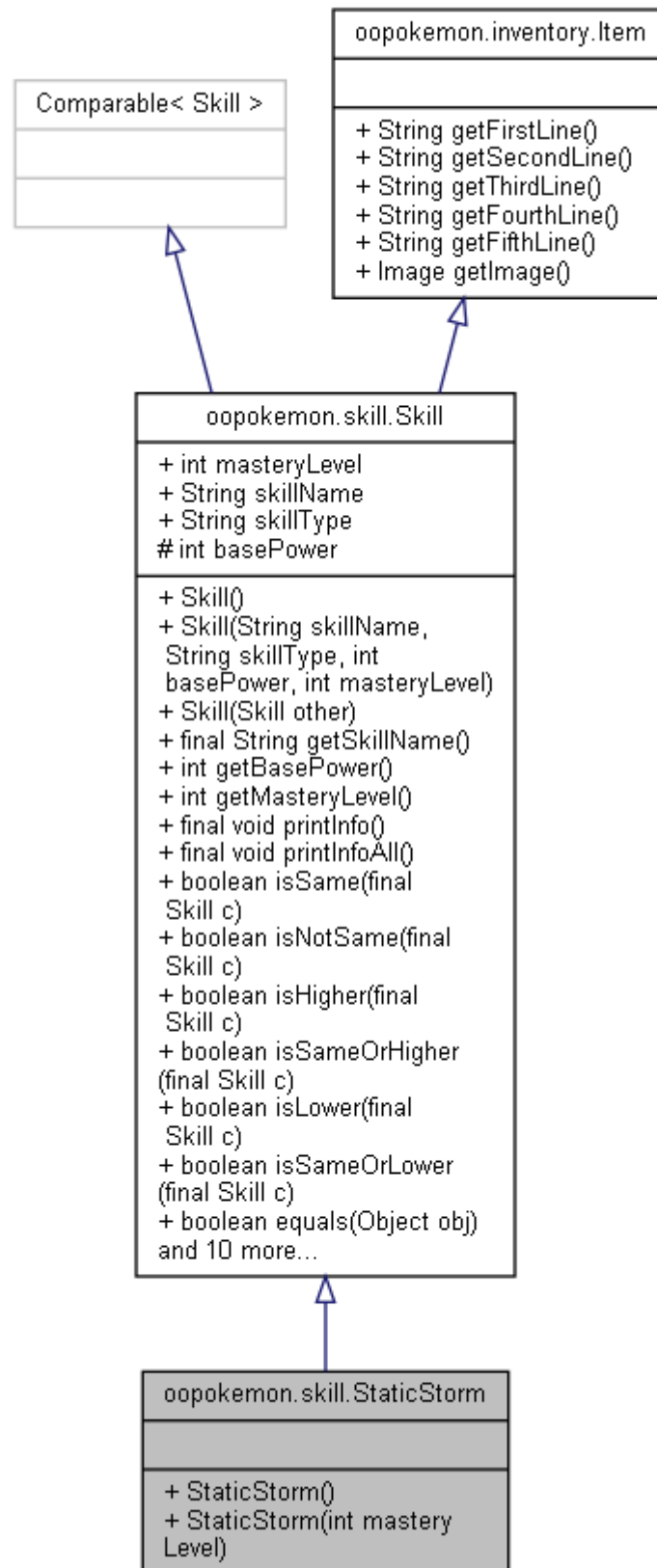
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The documentation for this class was generated from the following file:

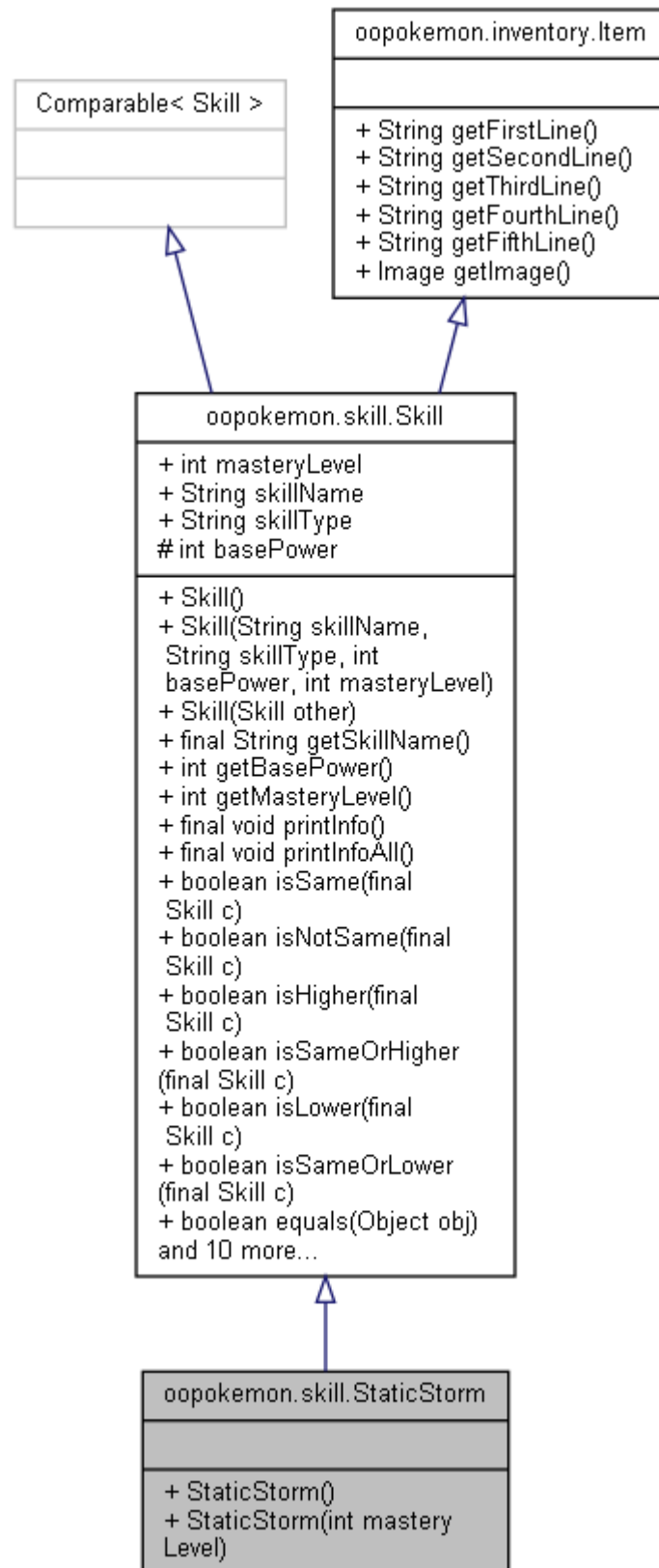
- Juan/TubesOOP2/src/oopokemon/species/**Squirtle.java**

## oopokemon.skill.StaticStorm Class Reference

Inheritance diagram for oopokemon.skill.StaticStorm:



Collaboration diagram for oopokemon.skill.StaticStorm:



## Public Member Functions

- **StaticStorm ()**
- **StaticStorm (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`oopokemon.skill.StaticStorm.StaticStorm ()`

`oopokemon.skill.StaticStorm.StaticStorm (int masteryLevel)`

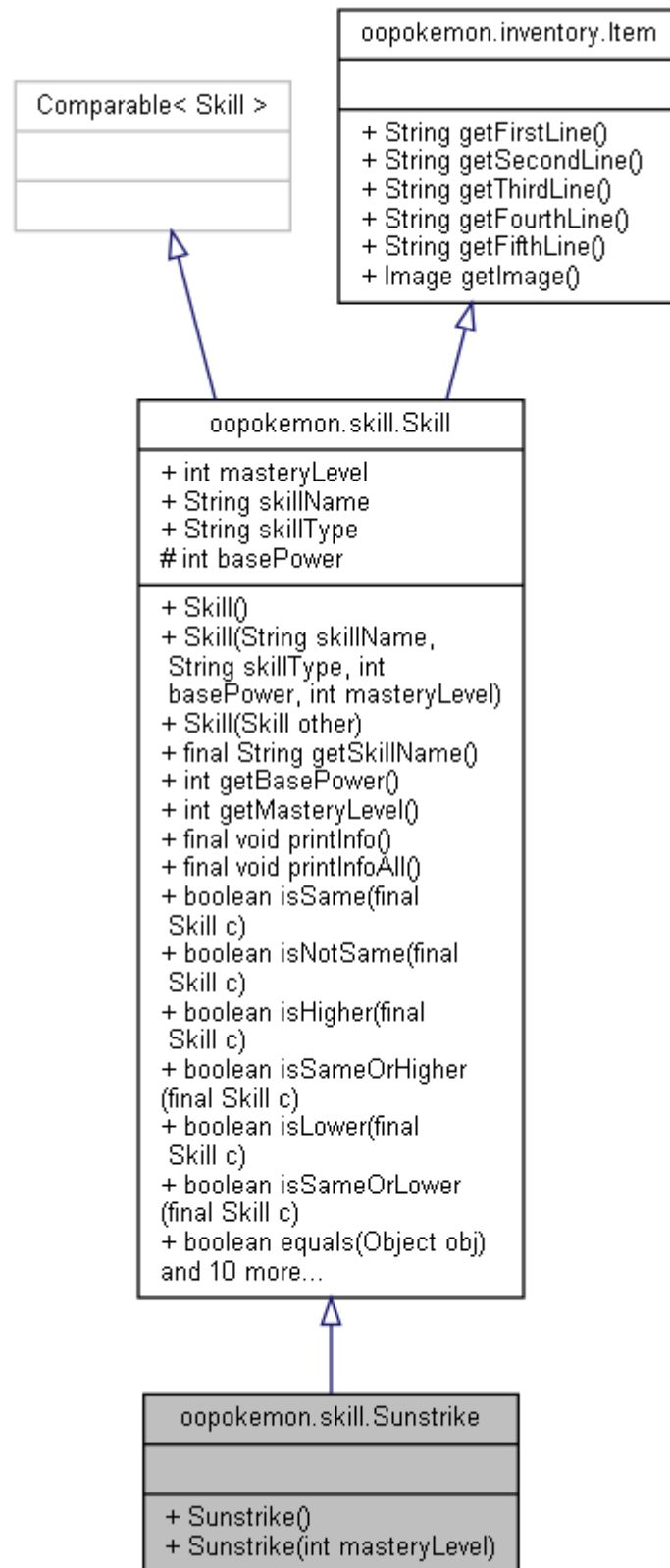
---

The documentation for this class was generated from the following file:

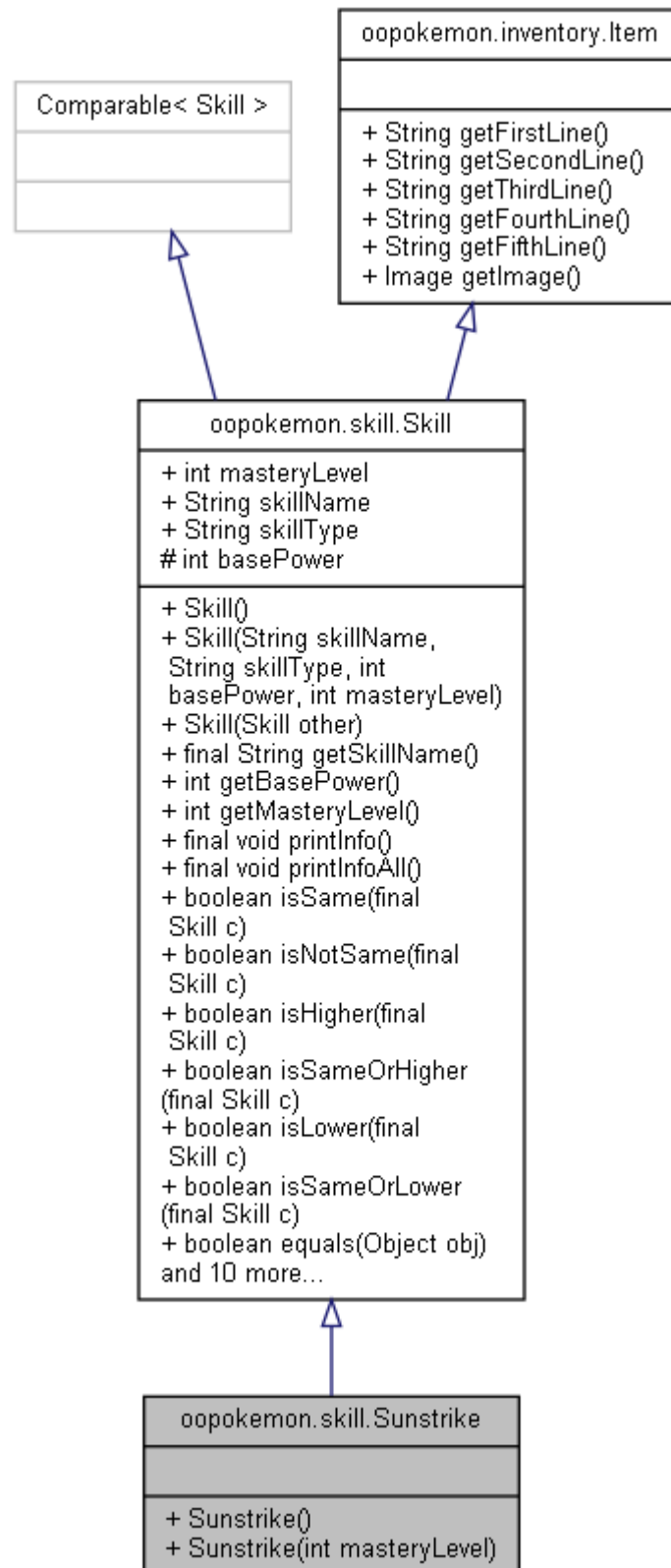
- `Juan/TubesOOP2/src/oopokemon/skill/StaticStorm.java`

## oopokemon.skill.Sunstrike Class Reference

Inheritance diagram for oopokemon.skill.Sunstrike:



Collaboration diagram for oopokemon.skill.Sunstrike:



## Public Member Functions

- **Sunstrike ()**
- **Sunstrike (int masteryLevel)**



## Additional Inherited Members

---

### Constructor & Destructor Documentation

**oopokemon.skill.Sunstrike.Sunstrike ()**

**oopokemon.skill.Sunstrike.Sunstrike (int *masteryLevel*)**

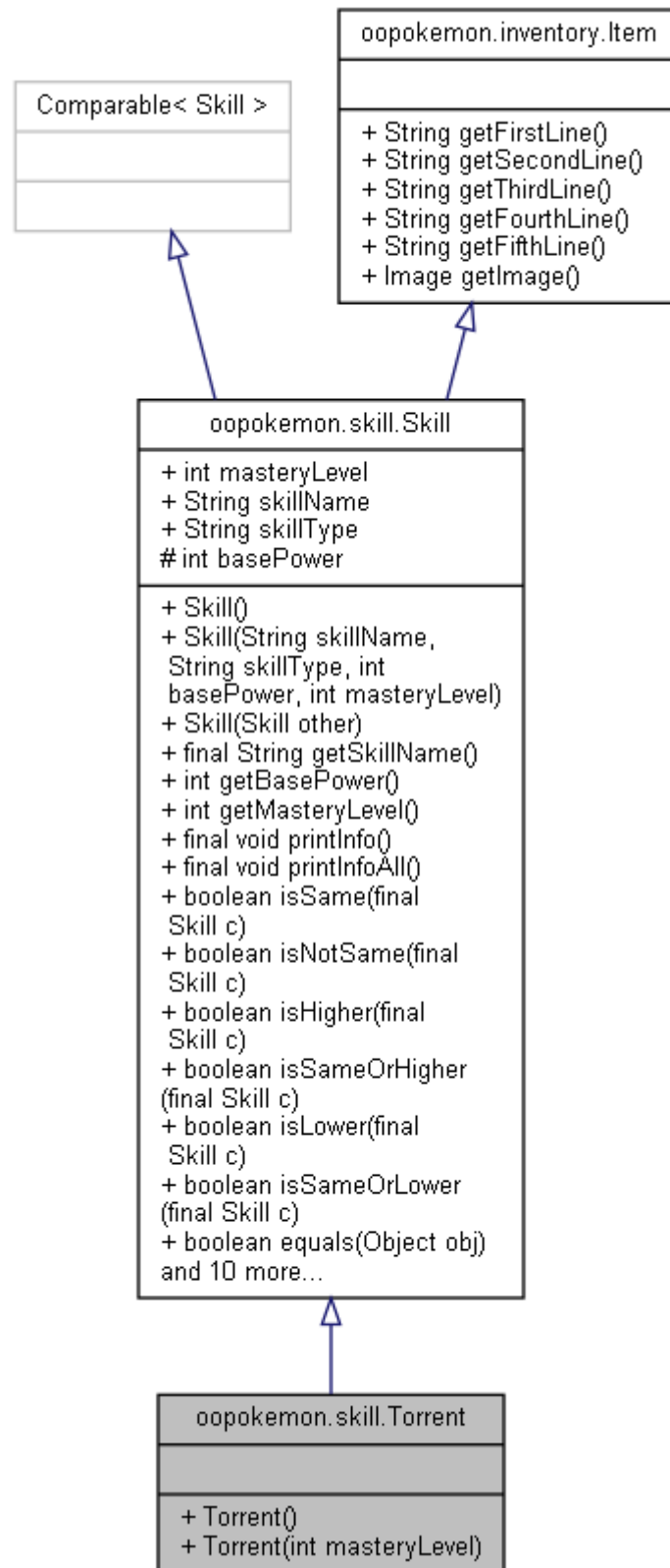
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The documentation for this class was generated from the following file:

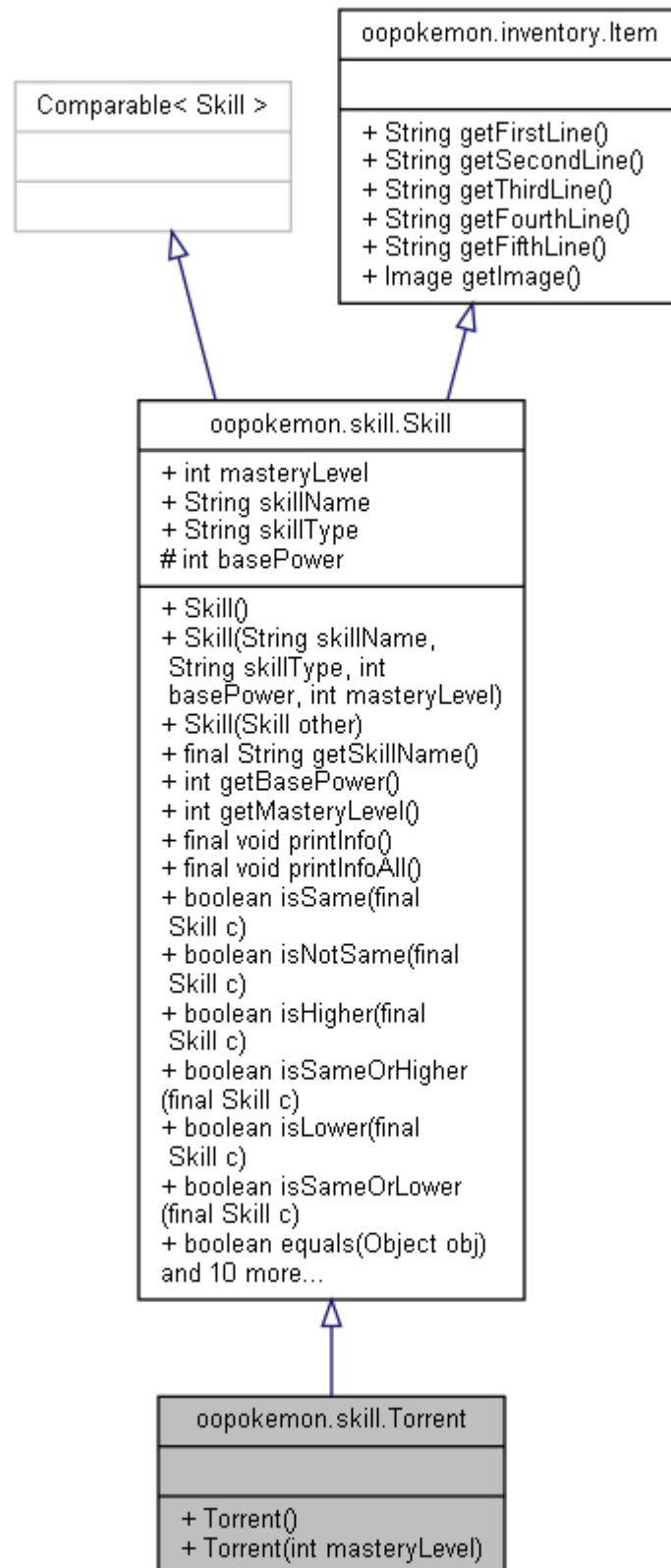
- Juan/TubesOOP2/src/oopokemon/skill/**Sunstrike.java**

## oopokemon.skill.Torrent Class Reference

Inheritance diagram for oopokemon.skill.Torrent:



Collaboration diagram for oopokemon.skill.Torrent:



## Public Member Functions

- **Torrent ()**
- **Torrent (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**oopokemon.skill.Torrent.Torrent ()**

**oopokemon.skill.Torrent.Torrent (int *masteryLevel*)**

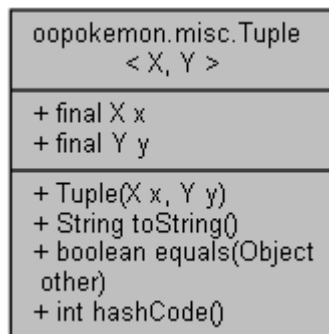
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**The documentation for this class was generated from the following file:**

- `Juan/TubesOOP2/src/oopokemon/skill/Torrent.java`

## oopokemon.misc.Tuple< X, Y > Class Template Reference

Collaboration diagram for oopokemon.misc.Tuple< X, Y >:



### Public Member Functions

- **Tuple** (X x, Y y)
- String **toString** ()
- boolean **equals** (Object other)
- int **hashCode** ()

### Public Attributes

- final X x
- final Y y

---

### Constructor & Destructor Documentation

`oopokemon.misc.Tuple< X, Y >.Tuple (X x, Y y)`

---

### Member Function Documentation

`boolean oopokemon.misc.Tuple< X, Y >.equals (Object other)`

`int oopokemon.misc.Tuple< X, Y >.hashCode ()`

`String oopokemon.misc.Tuple< X, Y >.toString ()`

---

### Member Data Documentation

`final X oopokemon.misc.Tuple< X, Y >.x`

`final Y oopokemon.misc.Tuple< X, Y >.y`

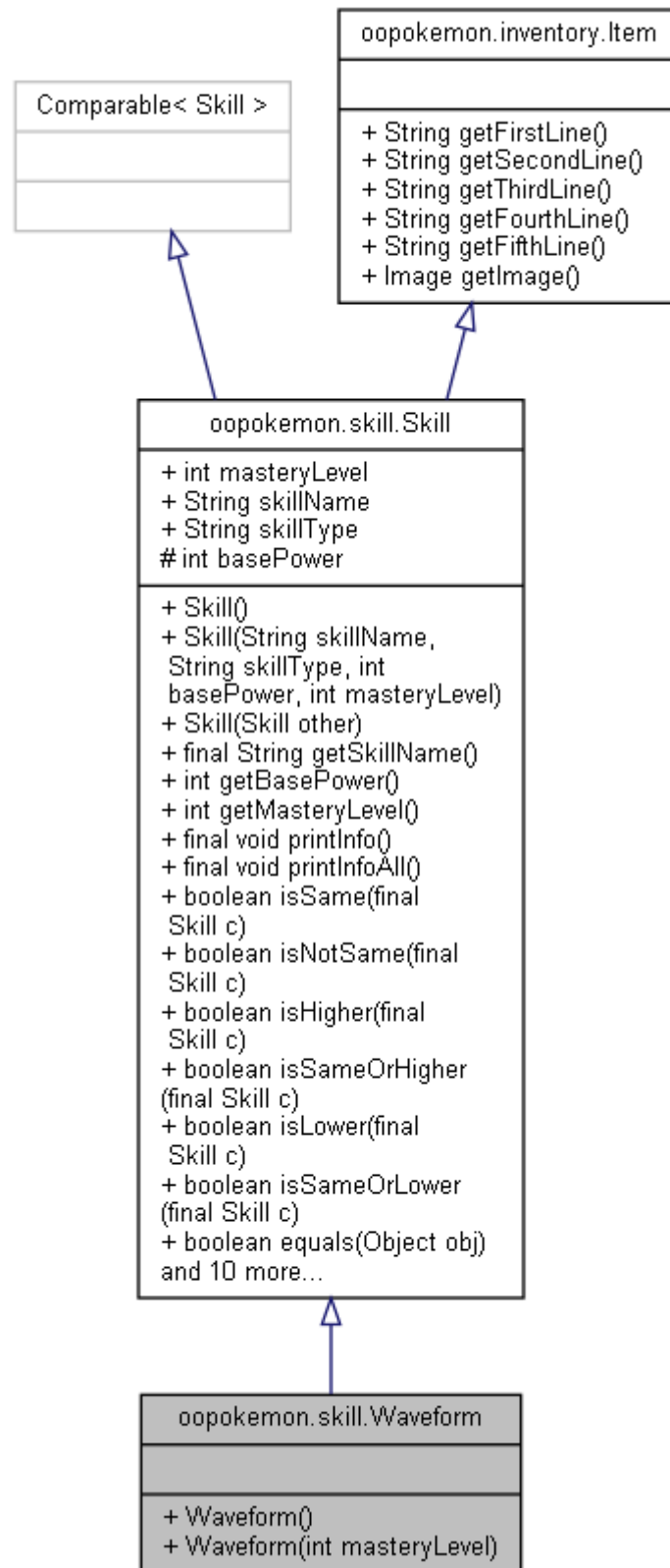
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The documentation for this class was generated from the following file:

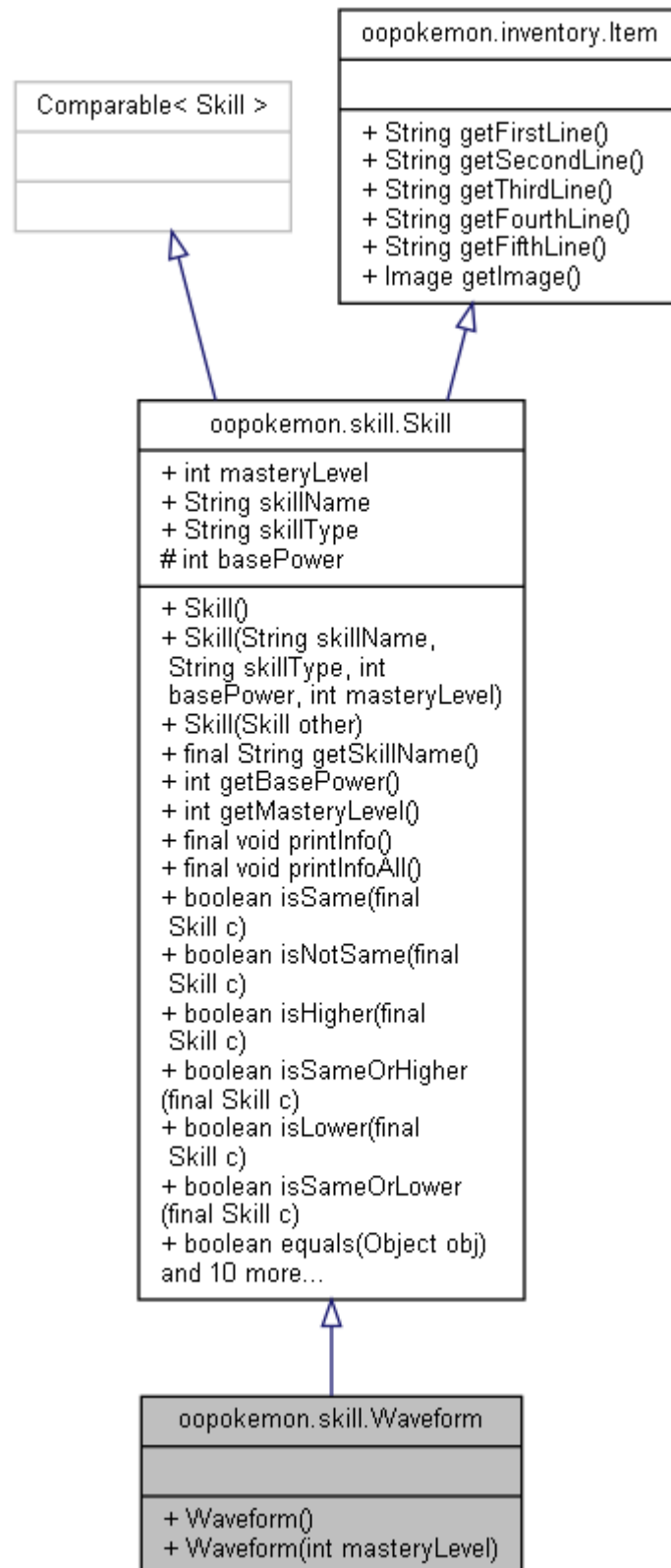
- Juan/TubesOOP2/src/oopokemon/misc/**Tuple.java**

## oopokemon.skill.Waveform Class Reference

Inheritance diagram for oopokemon.skill.Waveform:



Collaboration diagram for oopokemon.skill.Waveform:



## Public Member Functions

- **Waveform ()**
- **Waveform (int masteryLevel)**

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`oopokemon.skill.Waveform.Waveform ()`

`oopokemon.skill.Waveform.Waveform (int masteryLevel)`

---

The documentation for this class was generated from the following file:

- `Juan/TubesOOP2/src/oopokemon/skill/Waveform.java`



# File Documentation

## Juan/TubesOOP2/src/oopokemon/element/Element.java File Reference

### Classes

- class oopokemon.element.Element

### Packages

- package oopokemon.element

## **Juan/TubesOOP2/src/oopokemon/element/ElementType.java**

### **File Reference**

#### **Classes**

- enum `oopokemon.element.ElementType`

#### **Packages**

- package `oopokemon.element`

## **Juan/TubesOOP2/src/oopokemon/exception/Exceptions.java**

### **File Reference**

#### **Classes**

- interface `oopokemon.exception.Exceptions`

#### **Packages**

- package `oopokemon.exception`

## **Juan/TubesOOP2/src/oopokemon/exception/NotInitializedException.java File Reference**

### **Classes**

- `class oopokemon.exception.NotInitializedException`

### **Packages**

- `package oopokemon.exception`

## **Juan/TubesOOP2/src/oopokemon/inventory/Bag.java File Reference**

### **Classes**

- `class oopokemon.inventory.Bag< T >`

### **Packages**

- `package oopokemon.inventory`

## **Juan/TubesOOP2/src/oopokemon/inventory/Inventory.java**

### **File Reference**

#### **Classes**

- `class oopokemon.inventory.Inventory`

#### **Packages**

- `package oopokemon.inventory`

## **Juan/TubesOOP2/src/oopokemon/inventory/InventoryGUI.java**

### **File Reference**

#### **Classes**

- class `oopokemon.inventory.InventoryGUI`
- enum `oopokemon.inventory.InventoryGUI.InventoryType`

#### **Packages**

- package `oopokemon.inventory`

## **Juan/TubesOOP2/src/oopokemon/inventory/InventroyItem.java a File Reference**

### **Classes**

- `class oopokemon.inventory.InventroyItem`

### **Packages**

- `package oopokemon.inventory`



## **Juan/TubesOOP2/src/oopokemon/inventory/Item.java File Reference**

### **Classes**

- interface `oopokemon.inventory.Item`

### **Packages**

- package `oopokemon.inventory`

## **Juan/TubesOOP2/src/oopokemon/map/Cell.java File Reference**

### **Classes**

- `class oopokemon.map.Cell`

### **Packages**

- `package oopokemon.map`

## **Juan/TubesOOP2/src/oopokemon/map/CellType.java File Reference**

### **Classes**

- enum `oopokemon.map.CellType`

### **Packages**

- package `oopokemon.map`

## **Juan/TubesOOP2/src/oopokemon/map/Map.java File Reference**

### **Classes**

- `class oopokemon.map.Map`

### **Packages**

- `package oopokemon.map`

## **Juan/TubesOOP2/src/oopokemon/map/Position.java File Reference**

### **Classes**

- `class oopokemon.map.Position`

### **Packages**

- `package oopokemon.map`

## **Juan/TubesOOP2/src/oopokemon/misc/AlertBox.java File Reference**

### **Classes**

- `class oopokemon.misc.AlertBox`

### **Packages**

- `package oopokemon.misc`

## **Juan/TubesOOP2/src/oopokemon/misc/Battle.java File Reference**

### **Classes**

- `class oopokemon.misc.Battle`

### **Packages**

- `package oopokemon.misc`

## Juan/TubesOOP2/src/oopokemon/misc/GameState.java File Reference

### Classes

- `class oopokemon.misc.GameState`

### Packages

- `package oopokemon.misc`



## **Juan/TubesOOP2/src/oopokemon/misc/InputBox.java File Reference**

### **Classes**

- `class oopokemon.misc.InputBox`

### **Packages**

- `package oopokemon.misc`

## Juan/TubesOOP2/src/oopokemon/misc/MusicPlayer.java File Reference

### Classes

- class `oopokemon.misc.MusicPlayer`
- enum `oopokemon.misc.MusicPlayer.MusicType`

### Packages

- package `oopokemon.misc`

## **Juan/TubesOOP2/src/oopokemon/misc/Renderable.java File Reference**

### **Classes**

- interface `oopokemon.misc.Renderable`

### **Packages**

- package `oopokemon.misc`

## **Juan/TubesOOP2/src/oopokemon/misc/Renderer.java File Reference**

### **Classes**

- `class oopokemon.misc.Renderer`

### **Packages**

- `package oopokemon.misc`

## **Juan/TubesOOP2/src/oopokemon/misc/Sprite.java File Reference**

### **Classes**

- `class oopokemon.misc.Sprite`

### **Packages**

- `package oopokemon.misc`

## Juan/TubesOOP2/src/oopokemon/misc/Tuple.java File Reference

### Classes

- `class oopokemon.misc.Tuple< X, Y >`

### Packages

- `package oopokemon.misc`

## **Juan/TubesOOP2/src/oopokemon/occupier/ActiveEngimon.java File Reference**

### **Classes**

- `class oopokemon.occupier.ActiveEngimon`

### **Packages**

- `package oopokemon.occupier`

## **Juan/TubesOOP2/src/oopokemon/occupier/Enemy.java File Reference**

### **Classes**

- `class oopokemon.occupier.Enemy`

### **Packages**

- `package oopokemon.occupier`



## **Juan/TubesOOP2/src/oopokemon/occupier/EnemyHandler.java a File Reference**

### **Classes**

- `class oopokemon.occupier.EnemyHandler`

### **Packages**

- `package oopokemon.occupier`

## **Juan/TubesOOP2/src/oopokemon/occupier/Occupier.java File Reference**

### **Classes**

- `class oopokemon.occupier.Occupier`

### **Packages**

- `package oopokemon.occupier`

## **Juan/TubesOOP2/src/oopokemon/occupier/OccupierType.java**

### **File Reference**

#### **Classes**

- enum `oopokemon.occupier.OccupierType`

#### **Packages**

- package `oopokemon.occupier`

## **Juan/TubesOOP2/src/oopokemon/occupier/Player.java File Reference**

### **Classes**

- `class oopokemon.occupier.Player`

### **Packages**

- `package oopokemon.occupier`

## **Juan/TubesOOP2/src/oopokemon/OOPokemonApp.java File Reference**

### **Classes**

- `class oopokemon.OOPokemonApp`

## **Juan/TubesOOP2/src/oopokemon/skill/Cataclysm.java File Reference**

### **Classes**

- `class oopokemon.skill.Cataclysm`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/Fissure.java File Reference**

### **Classes**

- `class oopokemon.skill.Fissure`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/IceVortex.java File Reference**

### **Classes**

- `class oopokemon.skill.IceVortex`

### **Packages**

- `package oopokemon.skill`



## **Juan/TubesOOP2/src/oopokemon/skill/Magnetize.java File Reference**

### **Classes**

- `class oopokemon.skill.Magnetize`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/Nimbus.java File Reference**

### **Classes**

- `class oopokemon.skill.Nimbus`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/Skill.java File Reference**

### **Classes**

- `class oopokemon.skill.Skill`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/SplinterBlast.java File Reference**

### **Classes**

- `class oopokemon.skill.SplinterBlast`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/StaticStorm.java File Reference**

### **Classes**

- `class oopokemon.skill.StaticStorm`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/Sunstrike.java File Reference**

### **Classes**

- `class oopokemon.skill.Sunstrike`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/Torrent.java File Reference**

### **Classes**

- `class oopokemon.skill.Torrent`

### **Packages**

- `package oopokemon.skill`

## **Juan/TubesOOP2/src/oopokemon/skill/Waveform.java File Reference**

### **Classes**

- `class oopokemon.skill.Waveform`

### **Packages**

- `package oopokemon.skill`



## **Juan/TubesOOP2/src/oopokemon/species/Articuno.java File Reference**

### **Classes**

- `class oopokemon.species.Articuno`

### **Packages**

- `package oopokemon.species`

## **Juan/TubesOOP2/src/oopokemon/species/Dragon.java File Reference**

### **Classes**

- `class oopokemon.species.Dragon`

### **Packages**

- `package oopokemon.species`

## **Juan/TubesOOP2/src/oopokemon/species/Engimon.java File Reference**

### **Classes**

- `class oopokemon.species.Engimon`

### **Packages**

- `package oopokemon.species`

## **Juan/TubesOOP2/src/oopokemon/species/Excadrill.java File Reference**

### **Classes**

- `class oopokemon.species.Excadrill`

### **Packages**

- `package oopokemon.species`

## **Juan/TubesOOP2/src/oopokemon/species/Inferail.java File Reference**

### **Classes**

- `class oopokemon.species.Inferail`

### **Packages**

- `package oopokemon.species`

## **Juan/TubesOOP2/src/oopokemon/species/Kyogre.java File Reference**

### **Classes**

- `class oopokemon.species.Kyogre`

### **Packages**

- `package oopokemon.species`

## **Juan/TubesOOP2/src/oopokemon/species/Raichu.java File Reference**

### **Classes**

- `class oopokemon.species.Raichu`

### **Packages**

- `package oopokemon.species`

## **Juan/TubesOOP2/src/oopokemon/species/Seismotoad.java**

### **File Reference**

#### **Classes**

- class oopokemon.species.Seismotoad

#### **Packages**

- package oopokemon.species



## **Juan/TubesOOP2/src/oopokemon/species/Squirtle.java File Reference**

### **Classes**

- `class oopokemon.species.Squirtle`

### **Packages**

- `package oopokemon.species`

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