Adventure

Generated by Doxygen 1.13.2

1 Namespace Index 1

1.1 Package List 1

2 Hierarchical Index 3

2.1 Class Hierarchy 3

3 Class Index 5

3.1 Class List 5

4 File Index 7

4.1 File List 7

5 Namespace Documentation 9

5.1 Package di.uniba.map.b.adventure 9

5.2 Package di.uniba.map.b.adventure.impl 9

5.3 Package di.uniba.map.b.adventure.parser 10

5.4 Package di.uniba.map.b.adventure.type 10

6 Class Documentation 11

6.1 di.uniba.map.b.adventure.type.AdvObject Class Reference 11

6.1.1 Detailed Description 12

6.1.2 Constructor & Destructor Documentation 12

6.1.2.1 AdvObject() [1/4] 12

6.1.2.2 AdvObject() [2/4] 12

6.1.2.3 AdvObject() [3/4] 13

6.1.2.4 AdvObject() [4/4] 13

6.1.3 Member Function Documentation 13

6.1.3.1 equals() 13

6.1.3.2 getAlias() 14

6.1.3.3 getContents() 14

6.1.3.4 getDescription() 15

6.1.3.5 getId() 15

6.1.3.6 getName() 16

6.1.3.7 hashCode() 16

6.1.3.8 isCreature() 16

6.1.3.9 isLiving() 16

6.1.3.10 isOpen() 17

6.1.3.11 isOpenable() 17

6.1.3.12 isPickupable() 17

6.1.3.13 isPush() 18

6.1.3.14 isPushable() 18

6.1.3.15 isReadable() 18

6.1.3.16 setAlias() [1/2] 19

6.1.3.17 setAlias() [2/2] 19

6.1.3.18 setContents() 19
6.1.3.19 setCreature() 19
6.1.3.20 setDescription() 20
6.1.3.21 setLiving() 20
6.1.3.22 setName() 20
6.1.3.23 setOpen() 20
6.1.3.24 setOpenable() 21
6.1.3.25 setPickupable() 21
6.1.3.26 setPush() 22
6.1.3.27 setPushable() 22
6.1.3.28 setReadable() 23
6.2 di.uniba.map.b.adventure.type.AdvObjectContainer Class Reference 23
6.2.1 Detailed Description 24
6.2.2 Constructor & Destructor Documentation 25
6.2.2.1 AdvObjectContainer() [1/4] 25
6.2.2.2 AdvObjectContainer() [2/4] 25
6.2.2.3 AdvObjectContainer() [3/4] 25
6.2.2.4 AdvObjectContainer() [4/4] 25
6.2.3 Member Function Documentation 26
6.2.3.1 add() 26
6.2.3.2 getList() 26
6.2.3.3 isOpen() 27
6.2.3.4 remove() 27
6.2.3.5 setList() 27
6.2.3.6 setOpen() [1/2] 28
6.2.3.7 setOpen() [2/2] 28
6.3 di.uniba.map.b.adventure.type.Command Class Reference 28
6.3.1 Detailed Description 29
6.3.2 Constructor & Destructor Documentation 29
6.3.2.1 Command() [1/2] 29
6.3.2.2 Command() [2/2] 29
6.3.3 Member Function Documentation 30
6.3.3.1 equals() 30
6.3.3.2 getAlias() 31
6.3.3.3 getName() 31
6.3.3.4 getType() 32
6.3.3.5 hashCode() 33
6.3.3.6 setAlias() [1/2] 33
6.3.3.7 setAlias() [2/2] 33
6.4 di.uniba.map.b.adventure.type.CommandType Enum Reference 34
6.4.1 Detailed Description 34
6.4.2 Member Data Documentation 34

6.4.2.1 CLOSE . . . 34
6.4.2.2 EAST . . . 34
6.4.2.3 END . . . 34
6.4.2.4 GIVE . . . 34
6.4.2.5 INVENTORY . . . 35
6.4.2.6 KILL . . . 35
6.4.2.7 LOOK_AT . . . 35
6.4.2.8 NORD . . . 35
6.4.2.9 OPEN . . . 35
6.4.2.10 PICK_UP . . . 35
6.4.2.11 PULL . . . 35
6.4.2.12 PUSH . . . 35
6.4.2.13 READ . . . 35
6.4.2.14 SOUTH . . . 35
6.4.2.15 TALK_TO . . . 36
6.4.2.16 TURN_OFF . . . 36
6.4.2.17 TURN_ON . . . 36
6.4.2.18 USE . . . 36
6.4.2.19 WALK_TO . . . 36
6.4.2.20 WEST . . . 36
6.5 di.uniba.map.b.adventure.Engine Class Reference . . . 36
6.5.1 Detailed Description . . . 36
6.5.2 Constructor & Destructor Documentation . . . 36
6.5.2.1 Engine() . . . 36
6.5.3 Member Function Documentation . . . 37
6.5.3.1 execute() . . . 37
6.5.3.2 main() . . . 38
6.6 di.uniba.map.b.adventure.GameDescription Class Reference . . . 38
6.6.1 Detailed Description . . . 39
6.6.2 Member Function Documentation . . . 39
6.6.2.1 addObject() . . . 39
6.6.2.2 getCommands() . . . 40
6.6.2.3 getCurrentRoom() . . . 40
6.6.2.4 getInventory() . . . 41
6.6.2.5 getObjectById() . . . 42
6.6.2.6 getRooms() . . . 43
6.6.2.7 getWelcomeMsg() . . . 43
6.6.2.8 init() . . . 44
6.6.2.9 isKeyUsed() . . . 44
6.6.2.10 nextMove() . . . 45
6.6.2.11 setCurrentRoom() . . . 46
6.6.2.12 setCurrentRoomById() . . . 46

6.6.2.13 setGame() 47
6.6.2.14 setKeyUsed() 48
6.7 di.uniba.map.b.adventure.GameObservable Interface Reference 48
6.7.1 Detailed Description 49
6.7.2 Member Function Documentation 49
6.7.2.1 attach() 49
6.7.2.2 detach() 49
6.7.2.3 notifyObservers() 49
6.8 di.uniba.map.b.adventure.GameObserver Interface Reference 50
6.8.1 Detailed Description 50
6.8.2 Member Function Documentation 51
6.8.2.1 update() 51
6.9 di.uniba.map.b.adventure.GameUtils Class Reference 51
6.9.1 Detailed Description 51
6.9.2 Member Function Documentation 51
6.9.2.1 getObjectFromInventory() 51
6.10 di.uniba.map.b.adventure.type.Inventory Class Reference 52
6.10.1 Detailed Description 52
6.10.2 Member Function Documentation 52
6.10.2.1 add() 52
6.10.2.2 getList() 53
6.10.2.3 remove() 53
6.10.2.4 setList() 53
6.11 di.uniba.map.b.adventure.impl.InventoryObserver Class Reference 54
6.11.1 Detailed Description 54
6.11.2 Member Function Documentation 55
6.11.2.1 update() 55
6.12 di.uniba.map.b.adventure.impl.KillObserver Class Reference 56
6.12.1 Detailed Description 56
6.12.2 Member Function Documentation 57
6.12.2.1 update() 57
6.13 di.uniba.map.b.adventure.impl.LookAtObserver Class Reference 59
6.13.1 Detailed Description 59
6.13.2 Member Function Documentation 60
6.13.2.1 update() 60
6.14 di.uniba.map.b.adventure.impl.MetalSlug Class Reference 61
6.14.1 Detailed Description 62
6.14.2 Member Function Documentation 62
6.14.2.1 attach() 62
6.14.2.2 detach() 62
6.14.2.3 getWelcomeMsg() 63
6.14.2.4 init() 63

6.14.2.5 nextMove() . . . 64
6.14.2.6 notifyObservers() . . . 66
6.15 di.uniba.map.b.adventure.impl.MoveObserver Class Reference . . . 67
6.15.1 Detailed Description . . . 68
6.15.2 Member Function Documentation . . . 68
6.15.2.1 update() . . . 68
6.16 di.uniba.map.b.adventure.impl.Music Class Reference . . . 70
6.16.1 Detailed Description . . . 70
6.16.2 Constructor & Destructor Documentation . . . 71
6.16.2.1 Music() . . . 71
6.16.3 Member Function Documentation . . . 71
6.16.3.1 run() . . . 71
6.16.3.2 startSound() . . . 71
6.16.3.3 stopSound() . . . 71
6.17 di.uniba.map.b.adventure.impl.OpenObserver Class Reference . . . 71
6.17.1 Detailed Description . . . 72
6.17.2 Member Function Documentation . . . 72
6.17.2.1 update() . . . 72
6.18 di.uniba.map.b.adventure.parser.Parser Class Reference . . . 73
6.18.1 Detailed Description . . . 73
6.18.2 Constructor & Destructor Documentation . . . 73
6.18.2.1 Parser() . . . 73
6.18.3 Member Function Documentation . . . 74
6.18.3.1 parse() . . . 74
6.19 di.uniba.map.b.adventure.parser.ParserOutput Class Reference . . . 74
6.19.1 Detailed Description . . . 75
6.19.2 Constructor & Destructor Documentation . . . 75
6.19.2.1 ParserOutput() [1/2] . . . 75
6.19.2.2 ParserOutput() [2/2] . . . 75
6.19.3 Member Function Documentation . . . 75
6.19.3.1 getCommand() . . . 75
6.19.3.2 getInvObject() . . . 76
6.19.3.3 getObject() . . . 77
6.19.3.4 setCommand() . . . 78
6.19.3.5 setInvObject() . . . 78
6.19.3.6 setObject() . . . 78
6.20 di.uniba.map.b.adventure.impl.PickUpObserver Class Reference . . . 78
6.20.1 Detailed Description . . . 79
6.20.2 Member Function Documentation . . . 79
6.20.2.1 update() . . . 79
6.21 di.uniba.map.b.adventure.impl.PlayerData Class Reference . . . 80
6.21.1 Detailed Description . . . 81

6.21.2 Constructor & Destructor Documentation 81
6.21.2.1 PlayerData() 81
6.21.3 Member Function Documentation 81
6.21.3.1 getDate() 81
6.21.3.2 getName() 81
6.21.3.3 getTime() 82
6.21.3.4 setDate() 82
6.21.3.5 setName() 82
6.21.3.6 setTime() 82
6.21.3.7 toString() 83
6.22 di.uniba.map.b.adventure.impl.Music.Position Enum Reference 83
6.22.1 Member Data Documentation 83
6.22.1.1 LEFT 83
6.22.1.2 NORMAL 83
6.22.1.3 RIGHT 83
6.23 di.uniba.map.b.adventure.impl.PushObserver Class Reference 84
6.23.1 Detailed Description 84
6.23.2 Member Function Documentation 85
6.23.2.1 update() 85
6.23.2.2 verify() 86
6.24 di.uniba.map.b.adventure.impl.ReadObserver Class Reference 87
6.24.1 Detailed Description 88
6.24.2 Member Function Documentation 88
6.24.2.1 update() 88
6.25 di.uniba.map.b.adventure.impl.RESTClient Class Reference 89
6.25.1 Detailed Description 89
6.25.2 Constructor & Destructor Documentation 90
6.25.2.1 RESTClient() 90
6.25.3 Member Function Documentation 90
6.25.3.1 addPlayer() 90
6.25.3.2 getLeaderboard() 90
6.26 di.uniba.map.b.adventure.type.Room Class Reference 91
6.26.1 Detailed Description 91
6.26.2 Constructor & Destructor Documentation 91
6.26.2.1 Room() [1/2] 91
6.26.2.2 Room() [2/2] 92
6.26.3 Member Function Documentation 93
6.26.3.1 addObject() 93
6.26.3.2 equals() 93
6.26.3.3 getDescription() 94
6.26.3.4 getDynamicLook() 94
6.26.3.5 getDynamicLookmonster() 95

6.26.3.6 getEast() 95

6.26.3.7 getId() 96

6.26.3.8 getLook() 96

6.26.3.9 getName() 96

6.26.3.10 getNorth() 97

6.26.3.11 getObject() 98

6.26.3.12 getObjectByName() 98

6.26.3.13 getObjects() 98

6.26.3.14 getSouth() 99

6.26.3.15 getWest() 99

6.26.3.16 hashCode() 100

6.26.3.17 isMonsterAlive() 100

6.26.3.18 isVisible() 101

6.26.3.19 removeObject() 101

6.26.3.20 setDescription() 101

6.26.3.21 setDynamicLook() 101

6.26.3.22 setEast() 102

6.26.3.23 setLook() 102

6.26.3.24 setMonsterAlive() 103

6.26.3.25 setName() 103

6.26.3.26 setNorth() 103

6.26.3.27 setSouth() 104

6.26.3.28 setVisible() 104

6.26.3.29 setWest() 104

6.27 di.uniba.map.b.adventure.impl.SaveGame Class Reference 105

6.27.1 Detailed Description 105

6.27.2 Member Function Documentation 105

6.27.2.1 gameExists() 105

6.27.2.2 load() 106

6.27.2.3 save() 106

6.28 di.uniba.map.b.adventure.impl.UseObserver Class Reference 107

6.28.1 Detailed Description 108

6.28.2 Member Function Documentation 108

6.28.2.1 update() 108

6.29 di.uniba.map.b.adventure.Utils Class Reference 110

6.29.1 Detailed Description 110

6.29.2 Member Function Documentation 110

6.29.2.1 loadFileListInSet() 110

6.29.2.2 parseString() 110

6.30 di.uniba.map.b.adventure.impl.Window Class Reference 111

6.30.1 Detailed Description 112

6.30.2 Constructor & Destructor Documentation 112

6.30.2.1 Window() 112
6.30.3 Member Function Documentation 114
6.30.3.1 getInsertText() 114
6.30.3.2 showLeaderBoard() 114
6.30.3.3 showMessage() 114
6.30.3.4 showRoomDescription() 115
6.30.3.5 showRoomName() 115
6.30.3.6 showStartDescription() 116

7 File Documentation **117**
7.1 Engine.java File Reference 117
7.2 GameDescription.java File Reference 117
7.3 GameObservable.java File Reference 118
7.4 GameObserver.java File Reference 119
7.5 GameUtils.java File Reference 119
7.6 impl/InventoryObserver.java File Reference 120
7.7 impl/KillObserver.java File Reference 120
7.8 impl/LookAtObserver.java File Reference 121
7.9 impl/MetalSlug.java File Reference 121
7.10 impl/MoveObserver.java File Reference 122
7.11 impl/Music.java File Reference 122
7.12 impl/OpenObserver.java File Reference 123
7.13 impl/PickUpObserver.java File Reference 123
7.14 impl/PlayerData.java File Reference 124
7.15 impl/PushObserver.java File Reference 124
7.16 impl/ReadObserver.java File Reference 125
7.17 impl/RESTClient.java File Reference 125
7.18 impl/SaveGame.java File Reference 126
7.19 impl/UseObserver.java File Reference 126
7.20 impl/Window.java File Reference 127
7.21 parser/Parser.java File Reference 127
7.22 parser/ParserOutput.java File Reference 128
7.23 type/AdvObject.java File Reference 128
7.24 type/AdvObjectContainer.java File Reference 129
7.25 type/Command.java File Reference 130
7.26 type/CommandType.java File Reference 130
7.27 type/Inventory.java File Reference 131
7.28 type/Room.java File Reference 131
7.29 Utils.java File Reference 132

Index **133**

Chapter 1

Namespace Index

1.1 Package List

Here are the packages with brief descriptions (if available):

di.uniba.map.b.adventure 9
di.uniba.map.b.adventure.impl 9
di.uniba.map.b.adventure.parser 10
di.uniba.map.b.adventure.type 10

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

- di.uniba.map.b.adventure.type.AdvObject . . . 11
  - di.uniba.map.b.adventure.type.AdvObjectContainer . . . 23
- di.uniba.map.b.adventure.type.Command . . . 28
- di.uniba.map.b.adventure.type.CommandType . . . 34
- di.uniba.map.b.adventure.Engine . . . 36
- di.uniba.map.b.adventure.GameDescription . . . 38
  - di.uniba.map.b.adventure.impl.MetalSlug . . . 61
- di.uniba.map.b.adventure.GameObservable . . . 48
  - di.uniba.map.b.adventure.impl.MetalSlug . . . 61
- di.uniba.map.b.adventure.GameObserver . . . 50
  - di.uniba.map.b.adventure.impl.InventoryObserver . . . 54
  - di.uniba.map.b.adventure.impl.KillObserver . . . 56
  - di.uniba.map.b.adventure.impl.LookAtObserver . . . 59
  - di.uniba.map.b.adventure.impl.MoveObserver . . . 67
  - di.uniba.map.b.adventure.impl.OpenObserver . . . 71
  - di.uniba.map.b.adventure.impl.PickUpObserver . . . 78
  - di.uniba.map.b.adventure.impl.PushObserver . . . 84
  - di.uniba.map.b.adventure.impl.ReadObserver . . . 87
  - di.uniba.map.b.adventure.impl.UseObserver . . . 107
- di.uniba.map.b.adventure.GameUtils . . . 51
- di.uniba.map.b.adventure.type.Inventory . . . 52
- JFrame
  - di.uniba.map.b.adventure.impl.Window . . . 111
- di.uniba.map.b.adventure.parser.Parser . . . 73
- di.uniba.map.b.adventure.parser.ParserOutput . . . 74
- di.uniba.map.b.adventure.impl.PlayerData . . . 80
- di.uniba.map.b.adventure.impl.Music.Position . . . 83
- di.uniba.map.b.adventure.impl.RESTClient . . . 89
- di.uniba.map.b.adventure.type.Room . . . 91
- di.uniba.map.b.adventure.impl.SaveGame . . . 105
- Thread
  - di.uniba.map.b.adventure.impl.Music . . . 70
- di.uniba.map.b.adventure.Utils . . . 110

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

di.uniba.map.b.adventure.type.AdvObject 11
di.uniba.map.b.adventure.type.AdvObjectContainer 23
di.uniba.map.b.adventure.type.Command 28
di.uniba.map.b.adventure.type.CommandType 34
di.uniba.map.b.adventure.Engine 36
di.uniba.map.b.adventure.GameDescription 38
di.uniba.map.b.adventure.GameObservable 48
di.uniba.map.b.adventure.GameObserver 50
di.uniba.map.b.adventure.GameUtils 51
di.uniba.map.b.adventure.type.Inventory 52
di.uniba.map.b.adventure.impl.InventoryObserver 54
di.uniba.map.b.adventure.impl.KillObserver 56
di.uniba.map.b.adventure.impl.LookAtObserver 59
di.uniba.map.b.adventure.impl.MetalSlug 61
di.uniba.map.b.adventure.impl.MoveObserver 67
di.uniba.map.b.adventure.impl.Music 70
di.uniba.map.b.adventure.impl.OpenObserver 71
di.uniba.map.b.adventure.parser.Parser 73
di.uniba.map.b.adventure.parser.ParserOutput 74
di.uniba.map.b.adventure.impl.PickUpObserver 78
di.uniba.map.b.adventure.impl.PlayerData 80
di.uniba.map.b.adventure.impl.Music.Position 83
di.uniba.map.b.adventure.impl.PushObserver 84
di.uniba.map.b.adventure.impl.ReadObserver 87
di.uniba.map.b.adventure.impl.RESTClient 89
di.uniba.map.b.adventure.type.Room 91
di.uniba.map.b.adventure.impl.SaveGame 105
di.uniba.map.b.adventure.impl.UseObserver 107
di.uniba.map.b.adventure.Utils 110
di.uniba.map.b.adventure.impl.Window 111

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

Engine.java 117
GameDescription.java 117
GameObservable.java 118
GameObserver.java 119
GameUtils.java 119
Utils.java 132
impl/InventoryObserver.java 120
impl/KillObserver.java 120
impl/LookAtObserver.java 121
impl/MetalSlug.java 121
impl/MoveObserver.java 122
impl/Music.java 122
impl/OpenObserver.java 123
impl/PickUpObserver.java 123
impl/PlayerData.java 124
impl/PushObserver.java 124
impl/ReadObserver.java 125
impl/RESTClient.java 125
impl/SaveGame.java 126
impl/UseObserver.java 126
impl/Window.java 127
parser/Parser.java 127
parser/ParserOutput.java 128
type/AdvObject.java 128
type/AdvObjectContainer.java 129
type/Command.java 130
type/CommandType.java 130
type/Inventory.java 131
type/Room.java 131

Chapter 5

Namespace Documentation

5.1 Package di.uniba.map.b.adventure

Packages

- package impl
- package parser
- package type

Classes

- class Engine
- class GameDescription
- interface GameObservable
- interface GameObserver
- class GameUtils
- class Utils

5.2 Package di.uniba.map.b.adventure.impl

Classes

- class InventoryObserver
- class KillObserver
- class LookAtObserver
- class MetalSlug
- class MoveObserver
- class Music
- class OpenObserver
- class PickUpObserver
- class PlayerData
- class PushObserver
- class ReadObserver
- class RESTClient
- class SaveGame
- class UseObserver
- class Window

5.3 Package di.uniba.map.b.adventure.parser

Classes

- class Parser
- class ParserOutput

5.4 Package di.uniba.map.b.adventure.type

Classes

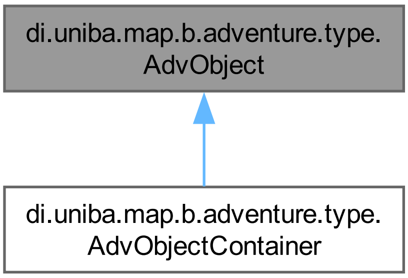
- class AdvObject
- class AdvObjectContainer
- class Command
- enum CommandType
- class Inventory
- class Room

Chapter 6

Class Documentation

6.1 di.uniba.map.b.adventure.type.AdvObject Class Reference

Inheritance diagram for di.uniba.map.b.adventure.type.AdvObject:


di.uniba.map.b.adventure.type.
AdvObject
di.uniba.map.b.adventure.type.
AdvObjectContainer

Public Member Functions

- AdvObject (int id)
- AdvObject (int id, String name)
- AdvObject (int id, String name, String description)
- AdvObject (int id, String name, String description, Set$<$ String $>$ alias)
- String getName ()
- void setName (String name)
- String getDescription ()
- void setDescription (String description)
- boolean isOpenable ()
- void setOpenable (boolean openable)
- boolean isPickupable ()
- void setPickupable (boolean pickupable)
- boolean isPushable ()
- void setPushable (boolean pushable)

- boolean isOpen ()
- void setOpen (boolean open)
- boolean isPush ()
- void setPush (boolean push)
- Set< String > getAlias ()
- void setAlias (Set< String > alias)
- void setAlias (String[ ] alias)
- int getId ()
- boolean isCreature ()
- void setCreature (boolean creature)
- boolean isLiving ()
- void setLiving (boolean living)
- boolean isReadable ()
- void setReadable (boolean readable)
- void setContents (String contents)
- String getContents ()
- int hashCode ()
- boolean equals (Object obj)

6.1.1 Detailed Description

Author

Francesco

6.1.2 Constructor & Destructor Documentation

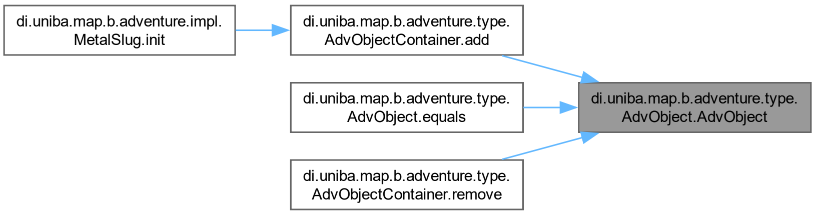
6.1.2.1 AdvObject() [1/4]

```
di.uniba.map.b.adventure.type.AdvObject.AdvObject (
            int id)
```

Parameters

id	

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObjectContainer.add
di.uniba.map.b.adventure.type.
AdvObject.equals
di.uniba.map.b.adventure.type.
AdvObjectContainer.remove
di.uniba.map.b.adventure.type.
AdvObject.AdvObject

6.1.2.2 AdvObject() [2/4]

```
di.uniba.map.b.adventure.type.AdvObject.AdvObject (
            int id,
            String name)
```

Parameters

id	
name	

6.1.2.3 AdvObject() [3/4]

```
di.uniba.map.b.adventure.type.AdvObject.AdvObject (
            int id,
            String name,
            String description)
```

Parameters

id	
name	
description	

6.1.2.4 AdvObject() [4/4]

```
di.uniba.map.b.adventure.type.AdvObject.AdvObject (
            int id,
            String name,
            String description,
            Set< String > alias)
```

Parameters

id	
name	
description	
alias	

6.1.3 Member Function Documentation

6.1.3.1 equals()

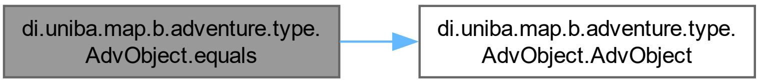
```
boolean di.uniba.map.b.adventure.type.AdvObject.equals (
            Object obj)
```

Parameters

obj	

Returns

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
AdvObject.equals
di.uniba.map.b.adventure.type.
AdvObject.AdvObject

6.1.3.2 getAlias()

```
Set< String > di.uniba.map.b.adventure.type.AdvObject.getAlias ()
```

Returns

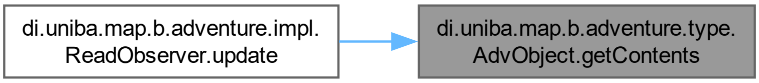
6.1.3.3 getContents()

```
String di.uniba.map.b.adventure.type.AdvObject.getContents ()
```

Returns

contents

Here is the caller graph for this function:

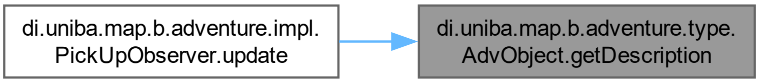

di.uniba.map.b.adventure.impl.
ReadObserver.update
di.uniba.map.b.adventure.type.
AdvObject.getContents

6.1.3.4 getDescription()

```
String di.uniba.map.b.adventure.type.AdvObject.getDescription ()
```

Returns

Here is the caller graph for this function:

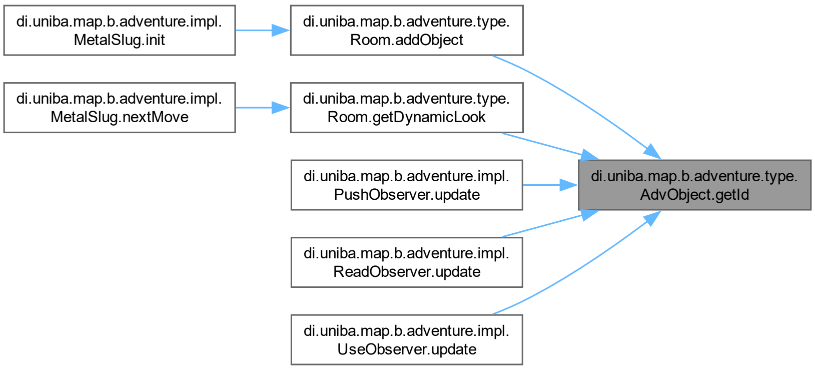

di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.type.
AdvObject.getDescription

6.1.3.5 getId()

```
int di.uniba.map.b.adventure.type.AdvObject.getId ()
```

Returns

Here is the caller graph for this function:

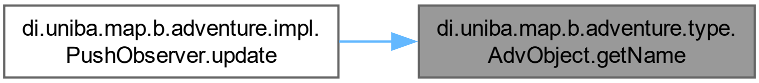

di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Room.addObject
di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.type.
Room.getDynamicLook
di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.type.
AdvObject.getId
di.uniba.map.b.adventure.impl.
ReadObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update

6.1.3.6 getName()

```
String di.uniba.map.b.adventure.type.AdvObject.getName ()
```

Returns

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.type.
AdvObject.getName

6.1.3.7 hashCode()

```
int di.uniba.map.b.adventure.type.AdvObject.hashCode ()
```

Returns

6.1.3.8 isCreature()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isCreature ()
```

Returns

6.1.3.9 isLiving()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isLiving ()
```

Returns

6.1.3.10 isOpen()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isOpen ()
```

Returns

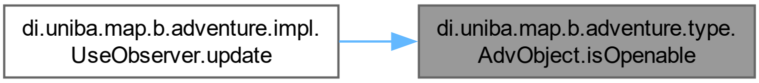
Reimplemented in di.uniba.map.b.adventure.type.AdvObjectContainer.

6.1.3.11 isOpenable()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isOpenable ()
```

Returns

Here is the caller graph for this function:

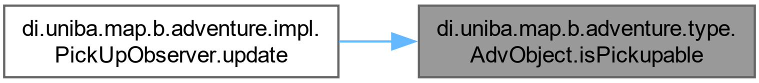

di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.type.
AdvObject.isOpenable

6.1.3.12 isPickupable()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isPickupable ()
```

Returns

Here is the caller graph for this function:

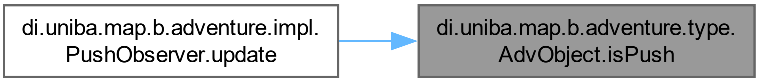

di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.type.
AdvObject.isPickupable

6.1.3.13 isPush()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isPush ()
```

Returns

Here is the caller graph for this function:

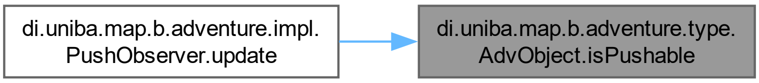

di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.type.
AdvObject.isPush

6.1.3.14 isPushable()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isPushable ()
```

Returns

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.type.
AdvObject.isPushable

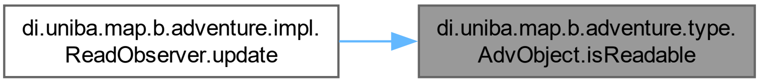
6.1.3.15 isReadable()

```
boolean di.uniba.map.b.adventure.type.AdvObject.isReadable ()
```

Returns

readable

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
ReadObserver.update
di.uniba.map.b.adventure.type.
AdvObject.isReadable

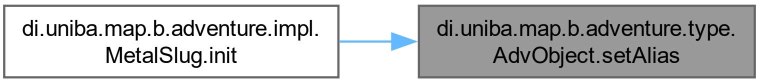
6.1.3.16 setAlias() [1/2]

```
void di.uniba.map.b.adventure.type.AdvObject.setAlias (
            Set< String > alias)
```

Parameters

alias	

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObject.setAlias

6.1.3.17 setAlias() [2/2]

```
void di.uniba.map.b.adventure.type.AdvObject.setAlias (
            String[ ] alias)
```

Parameters

alias	

6.1.3.18 setContents()

```
void di.uniba.map.b.adventure.type.AdvObject.setContents (
            String contents)
```

Parameters

contents	

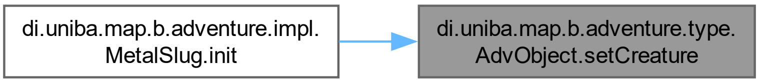
6.1.3.19 setCreature()

```
void di.uniba.map.b.adventure.type.AdvObject.setCreature (
            boolean creature)
```

Parameters

creature	

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObject.setCreature

6.1.3.20 setDescription()

```
void di.uniba.map.b.adventure.type.AdvObject.setDescription (
            String description)
```

Parameters

description	

6.1.3.21 setLiving()

```
void di.uniba.map.b.adventure.type.AdvObject.setLiving (
            boolean living)
```

Parameters

living	

6.1.3.22 setName()

```
void di.uniba.map.b.adventure.type.AdvObject.setName (
            String name)
```

Parameters

name	

6.1.3.23 setOpen()

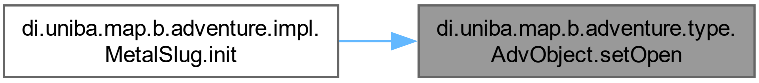
```
void di.uniba.map.b.adventure.type.AdvObject.setOpen (
            boolean open)
```

Parameters

open	

Reimplemented in di.uniba.map.b.adventure.type.AdvObjectContainer.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObject.setOpen

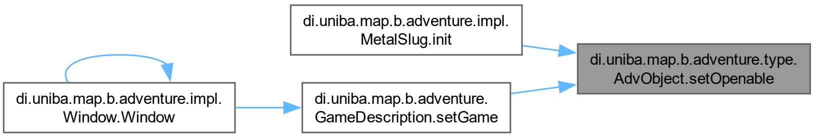
6.1.3.24 setOpenable()

```
void di.uniba.map.b.adventure.type.AdvObject.setOpenable (
            boolean openable)
```

Parameters

openable	

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.setGame
di.uniba.map.b.adventure.type.
AdvObject.setOpenable

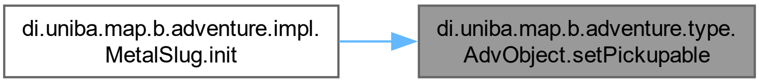
6.1.3.25 setPickupable()

```
void di.uniba.map.b.adventure.type.AdvObject.setPickupable (
            boolean pickupable)
```

Parameters

pickupable	

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObject.setPickupable

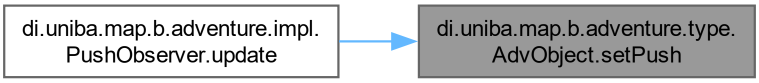
6.1.3.26 setPush()

```
void di.uniba.map.b.adventure.type.AdvObject.setPush (
            boolean push)
```

Parameters

push	

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.type.
AdvObject.setPush

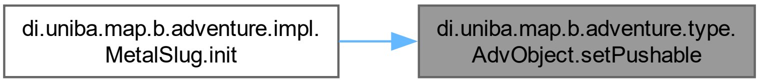
6.1.3.27 setPushable()

```
void di.uniba.map.b.adventure.type.AdvObject.setPushable (
            boolean pushable)
```

Parameters

pushable	

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObject.setPushable

6.1.3.28 setReadable()

```
void di.uniba.map.b.adventure.type.AdvObject.setReadable (
            boolean readable)
```

Parameters

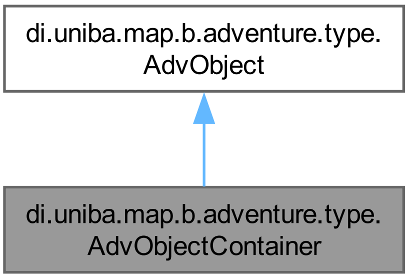
readable	

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

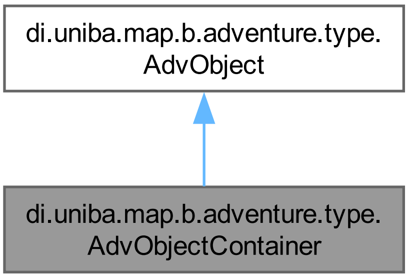
- type/AdvObject.java

6.2 di.uniba.map.b.adventure.type.AdvObjectContainer Class Reference

Inheritance diagram for di.uniba.map.b.adventure.type.AdvObjectContainer:


di.uniba.map.b.adventure.type.
AdvObject
di.uniba.map.b.adventure.type.
AdvObjectContainer

Collaboration diagram for di.uniba.map.b.adventure.type.AdvObjectContainer:


di.uniba.map.b.adventure.type.
AdvObject
di.uniba.map.b.adventure.type.
AdvObjectContainer

Public Member Functions

- AdvObjectContainer (int id)
- AdvObjectContainer (int id, String name)
- AdvObjectContainer (int id, String name, String description)
- AdvObjectContainer (int id, String name, String description, Set< String > alias)
- List< AdvObject > getList ()
- void setList (List< AdvObject > list)
- void add (AdvObject o)
- void remove (AdvObject o)
- boolean isOpen ()
- void setOpen (boolean open)
- boolean setOpen ()

Public Member Functions inherited from di.uniba.map.b.adventure.type.AdvObject

- AdvObject (int id)
- AdvObject (int id, String name)
- AdvObject (int id, String name, String description)
- AdvObject (int id, String name, String description, Set< String > alias)
- String getName ()
- void setName (String name)
- String getDescription ()
- void setDescription (String description)
- boolean isOpenable ()
- void setOpenable (boolean openable)
- boolean isPickupable ()
- void setPickupable (boolean pickupable)
- boolean isPushable ()
- void setPushable (boolean pushable)
- boolean isPush ()
- void setPush (boolean push)
- Set< String > getAlias ()
- void setAlias (Set< String > alias)
- void setAlias (String[ ] alias)
- int getId ()
- boolean isCreature ()
- void setCreature (boolean creature)
- boolean isLiving ()
- void setLiving (boolean living)
- boolean isReadable ()
- void setReadable (boolean readable)
- void setContents (String contents)
- String getContents ()
- int hashCode ()
- boolean equals (Object obj)

6.2.1 Detailed Description

Author

Francesco

6.2.2 Constructor & Destructor Documentation

6.2.2.1 AdvObjectContainer() [1/4]

```
di.uniba.map.b.adventure.type.AdvObjectContainer.AdvObjectContainer (
            int id)
```

Parameters

id	

6.2.2.2 AdvObjectContainer() [2/4]

```
di.uniba.map.b.adventure.type.AdvObjectContainer.AdvObjectContainer (
            int id,
            String name)
```

Parameters

id	
name	

6.2.2.3 AdvObjectContainer() [3/4]

```
di.uniba.map.b.adventure.type.AdvObjectContainer.AdvObjectContainer (
            int id,
            String name,
            String description)
```

Parameters

id	
name	
description	

6.2.2.4 AdvObjectContainer() [4/4]

```
di.uniba.map.b.adventure.type.AdvObjectContainer.AdvObjectContainer (
            int id,
            String name,
            String description,
            Set< String > alias)
```

Parameters

id	
name	
description	
alias	

6.2.3 Member Function Documentation

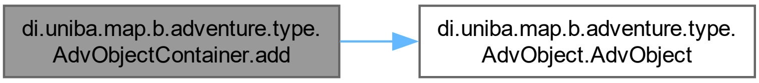
6.2.3.1 add()

```
void di.uniba.map.b.adventure.type.AdvObjectContainer.add (
             AdvObject o)
```

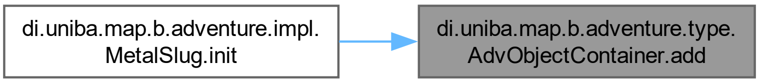
Parameters

o	

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
AdvObjectContainer.add
di.uniba.map.b.adventure.type.
AdvObject.AdvObject

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObjectContainer.add

6.2.3.2 getList()

```
List< AdvObject > di.uniba.map.b.adventure.type.AdvObjectContainer.getList ()
```

Returns

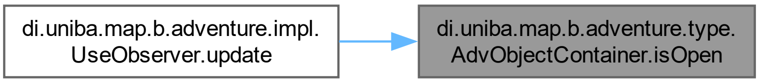
6.2.3.3 isOpen()

```
boolean di.uniba.map.b.adventure.type.AdvObjectContainer.isOpen ()
```

Returns

Reimplemented from di.uniba.map.b.adventure.type.AdvObject.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.type.
AdvObjectContainer.isOpen

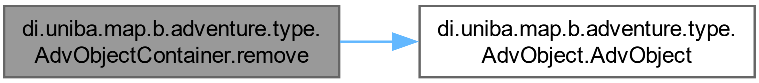
6.2.3.4 remove()

```
void di.uniba.map.b.adventure.type.AdvObjectContainer.remove (
             AdvObject o)
```

Parameters

o	

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
AdvObjectContainer.remove
di.uniba.map.b.adventure.type.
AdvObject.AdvObject

6.2.3.5 setList()

```
void di.uniba.map.b.adventure.type.AdvObjectContainer.setList (
             List< AdvObject > list)
```

Parameters

list	

6.2.3.6 setOpen() [1/2]

```
boolean di.uniba.map.b.adventure.type.AdvObjectContainer.setOpen ()
```

6.2.3.7 setOpen() [2/2]

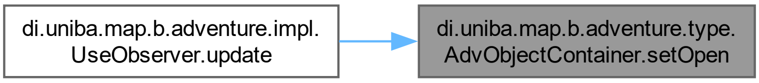
```
void di.uniba.map.b.adventure.type.AdvObjectContainer.setOpen (
            boolean open)
```

Parameters

open	

Reimplemented from di.uniba.map.b.adventure.type.AdvObject.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.type.
AdvObjectContainer.setOpen

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

- type/AdvObjectContainer.java

6.3 di.uniba.map.b.adventure.type.Command Class Reference

Public Member Functions

- Command (CommandType type, String name)
- Command (CommandType type, String name, Set< String > alias)
- String getName ()
- Set< String > getAlias ()
- void setAlias (Set< String > alias)
- void setAlias (String[ ] alias)
- CommandType getType ()
- int hashCode ()
- boolean equals (Object obj)

6.3.1 Detailed Description

Represents a command in the adventure game. Commands are actions that the player can perform, such as moving, picking up items, or interacting with the game world.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 Command() [1/2]

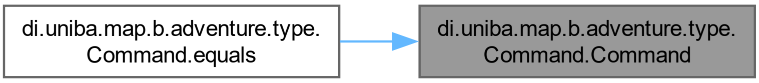
```
di.uniba.map.b.adventure.type.Command.Command (
            CommandType type,
            String name)
```

Constructs a Command with a specified type and name. This constructor initializes a command without any aliases.

Parameters

type	The type of the command.
name	The primary name of the command.

Here is the caller graph for this function:


di.uniba.map.b.adventure.type.
Command.equals
di.uniba.map.b.adventure.type.
Command.Command

6.3.2.2 Command() [2/2]

```
di.uniba.map.b.adventure.type.Command.Command (
            CommandType type,
            String name,
            Set< String > alias)
```

Constructs a Command with a specified type, name, and set of aliases. This constructor allows for the initialization of a command with multiple names.

Parameters

type	The type of the command.
name	The primary name of the command.
alias	A set of alternative names or aliases for the command.

6.3.3 Member Function Documentation

6.3.3.1 equals()

```
boolean di.uniba.map.b.adventure.type.Command.equals (
            Object obj)
```

Compares this command to another object for equality. Two commands are considered equal if they have the same type.

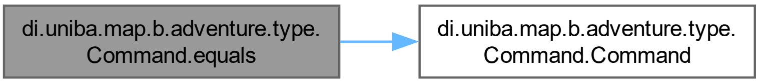
Parameters

obj	The object to compare with this command.

Returns

true if the specified object is a command with the same type; false otherwise.

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Command.equals
di.uniba.map.b.adventure.type.
Command.Command

6.3.3.2 getAlias()

```
Set< String > di.uniba.map.b.adventure.type.Command.getAlias ()
```

Returns the set of aliases for the command.

Returns

A set of alternative names or aliases for the command.

6.3.3.3 getName()

```
String di.uniba.map.b.adventure.type.Command.getName ()
```

Returns the primary name of the command.

Returns

The primary name of the command.

6.3.3.4 getType()

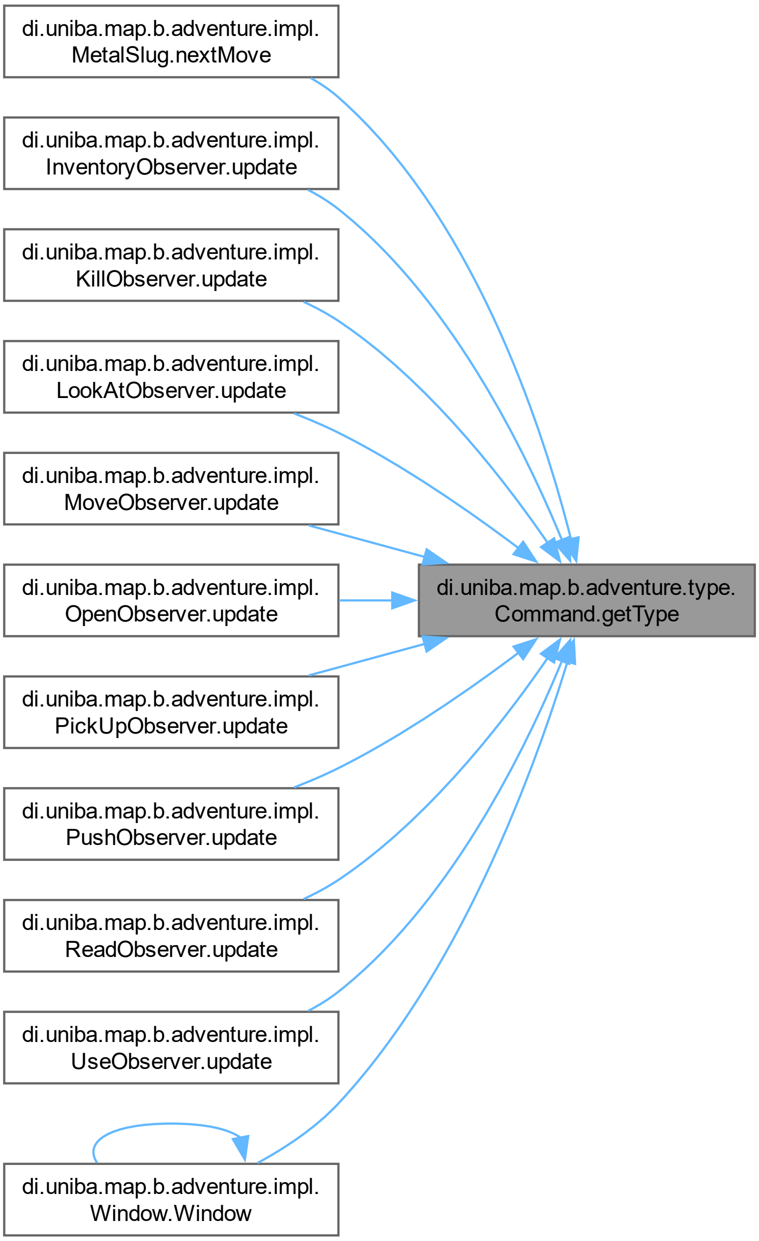
```
CommandType di.uniba.map.b.adventure.type.Command.getType ()
```

Returns the type of the command.

Returns

The type of the command.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.MetalSlug.nextMove
di.uniba.map.b.adventure.impl.InventoryObserver.update
di.uniba.map.b.adventure.impl.KillObserver.update
di.uniba.map.b.adventure.impl.LookAtObserver.update
di.uniba.map.b.adventure.impl.MoveObserver.update
di.uniba.map.b.adventure.impl.OpenObserver.update
di.uniba.map.b.adventure.type.Command.getType
di.uniba.map.b.adventure.impl.PickUpObserver.update
di.uniba.map.b.adventure.impl.PushObserver.update
di.uniba.map.b.adventure.impl.ReadObserver.update
di.uniba.map.b.adventure.impl.UseObserver.update
di.uniba.map.b.adventure.impl.Window.Window

6.3.3.5 hashCode()

```
int di.uniba.map.b.adventure.type.Command.hashCode ()
```

Generates a hash code for the command. The hash code is based primarily on the command's type.

Returns

A hash code for the command.

6.3.3.6 setAlias() [1/2]

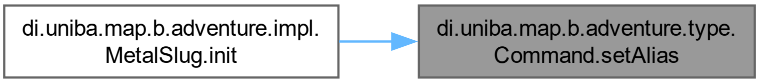
```
void di.uniba.map.b.adventure.type.Command.setAlias (
             Set< String > alias)
```

Sets the aliases for the command.

Parameters

alias	A set of alternative names or aliases for the command.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Command.setAlias

6.3.3.7 setAlias() [2/2]

```
void di.uniba.map.b.adventure.type.Command.setAlias (
             String[ ] alias)
```

Sets the aliases for the command from an array of strings. This method converts the array into a set and assigns it to the command.

Parameters

alias	An array of alternative names or aliases for the command.

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

- type/Command.java

6.4 di.uniba.map.b.adventure.type.CommandType Enum Reference

Public Attributes

- END
- INVENTORY
- NORD
- SOUTH
- EAST
- WEST
- OPEN
- CLOSE
- PUSH
- PULL
- WALK_TO
- PICK_UP
- TALK_TO
- GIVE
- USE
- LOOK_AT
- TURN_ON
- TURN_OFF
- READ
- KILL

6.4.1 Detailed Description

Author

Francesco

6.4.2 Member Data Documentation

6.4.2.1 CLOSE

```
di.uniba.map.b.adventure.type.CommandType.CLOSE
```

6.4.2.2 EAST

```
di.uniba.map.b.adventure.type.CommandType.EAST
```

6.4.2.3 END

```
di.uniba.map.b.adventure.type.CommandType.END
```

6.4.2.4 GIVE

```
di.uniba.map.b.adventure.type.CommandType.GIVE
```

6.4.2.5 INVENTORY

```
di.uniba.map.b.adventure.type.CommandType.INVENTORY
```

6.4.2.6 KILL

```
di.uniba.map.b.adventure.type.CommandType.KILL
```

6.4.2.7 LOOK_AT

```
di.uniba.map.b.adventure.type.CommandType.LOOK_AT
```

6.4.2.8 NORD

```
di.uniba.map.b.adventure.type.CommandType.NORD
```

6.4.2.9 OPEN

```
di.uniba.map.b.adventure.type.CommandType.OPEN
```

6.4.2.10 PICK_UP

```
di.uniba.map.b.adventure.type.CommandType.PICK_UP
```

6.4.2.11 PULL

```
di.uniba.map.b.adventure.type.CommandType.PULL
```

6.4.2.12 PUSH

```
di.uniba.map.b.adventure.type.CommandType.PUSH
```

6.4.2.13 READ

```
di.uniba.map.b.adventure.type.CommandType.READ
```

6.4.2.14 SOUTH

```
di.uniba.map.b.adventure.type.CommandType.SOUTH
```

6.4.2.15 TALK_TO

```
di.uniba.map.b.adventure.type.CommandType.TALK_TO
```

6.4.2.16 TURN_OFF

```
di.uniba.map.b.adventure.type.CommandType.TURN_OFF
```

6.4.2.17 TURN_ON

```
di.uniba.map.b.adventure.type.CommandType.TURN_ON
```

6.4.2.18 USE

```
di.uniba.map.b.adventure.type.CommandType.USE
```

6.4.2.19 WALK_TO

```
di.uniba.map.b.adventure.type.CommandType.WALK_TO
```

6.4.2.20 WEST

```
di.uniba.map.b.adventure.type.CommandType.WEST
```

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

- type/CommandType.java

6.5 di.uniba.map.b.adventure.Engine Class Reference

Public Member Functions

- Engine (GameDescription game)
- void execute ()

Static Public Member Functions

- static void main (String[ ] args)

6.5.1 Detailed Description

The Engine class is the main driver of the game. It initializes the game environment, including the game description, parser, and window. It also handles the execution of the game by displaying the start description, room name, and room description.

6.5.2 Constructor & Destructor Documentation

6.5.2.1 Engine()

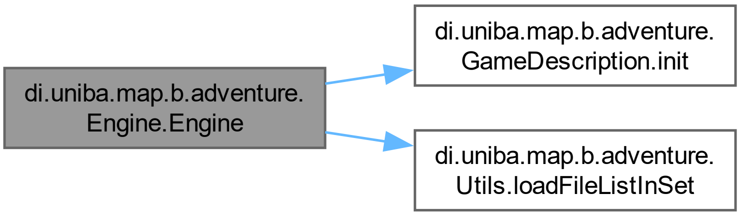
```
di.uniba.map.b.adventure.Engine.Engine (
             GameDescription game)
```

Constructs an Engine object with a specified game description.

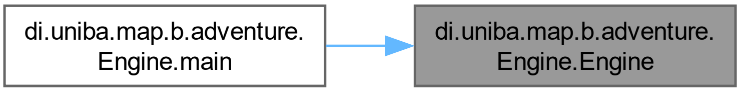
Parameters

game	The game description to be used for this engine instance.

Here is the call graph for this function:


di.uniba.map.b.adventure.
Engine.Engine
di.uniba.map.b.adventure.
GameDescription.init
di.uniba.map.b.adventure.
Utils.loadFileListInSet

Here is the caller graph for this function:

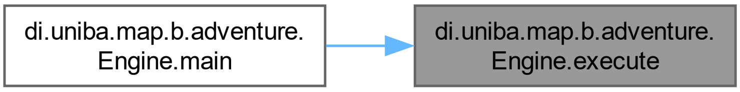


6.5.3 Member Function Documentation

6.5.3.1 execute()

```
void di.uniba.map.b.adventure.Engine.execute ()
```

Executes the game by setting up the window, displaying the start description, and showing the current room's name and description. Here is the caller graph for this function:



6.5.3.2 main()

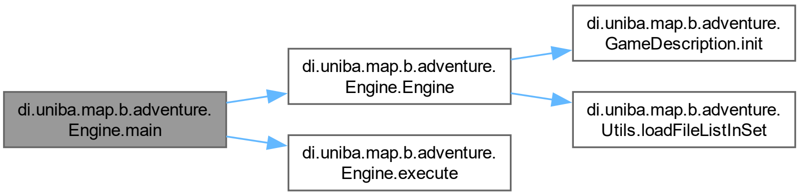
```
static void di.uniba.map.b.adventure.Engine.main (
             String[] args)  [static]
```

The main method to start the game. It creates an Engine instance with a MetalSlug game description and executes the game.

Parameters

args	the command line arguments (not used).

Here is the call graph for this function:

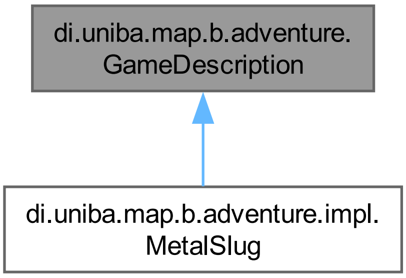

di.uniba.map.b.adventure.
Engine.main
di.uniba.map.b.adventure.
Engine.Engine
di.uniba.map.b.adventure.
Engine.execute
di.uniba.map.b.adventure.
GameDescription.init
di.uniba.map.b.adventure.
Utils.loadFileListInSet

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

- Engine.java

6.6 di.uniba.map.b.adventure.GameDescription Class Reference

Inheritance diagram for di.uniba.map.b.adventure.GameDescription:



Public Member Functions

- List< Room > getRooms ()
- void setCurrentRoomById (int roomId)
- void setGame (int roomId, List< Integer > inventoryIds, boolean monsterAlive, boolean isDoorOpen)
- List< Command > getCommands ()
- Room getCurrentRoom ()
- boolean isKeyUsed ()
- void setKeyUsed (boolean keyUsed)
- void setCurrentRoom (Room currentRoom)
- List< AdvObject > getInventory ()
- abstract void init () throws Exception
- abstract void nextMove (ParserOutput p, Window window)
- abstract String getWelcomeMsg ()
- void addObject (AdvObject obj)
- Optional< AdvObject > getObjectById (int id)

6.6.1 Detailed Description

Abstract class representing the game description. It serves as a blueprint for creating specific game instances, defining the common structure and behavior of the game.

6.6.2 Member Function Documentation

6.6.2.1 addObject()

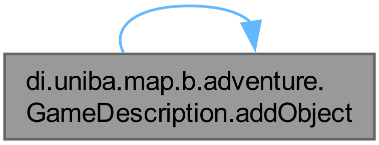
```
void di.uniba.map.b.adventure.GameDescription.addObject (
            AdvObject obj)
```

Adds an object to the list of all objects in the game.

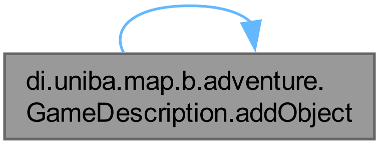
Parameters

obj	The AdvObject to add

Here is the call graph for this function:



Here is the caller graph for this function:



6.6.2.2 getCommands()

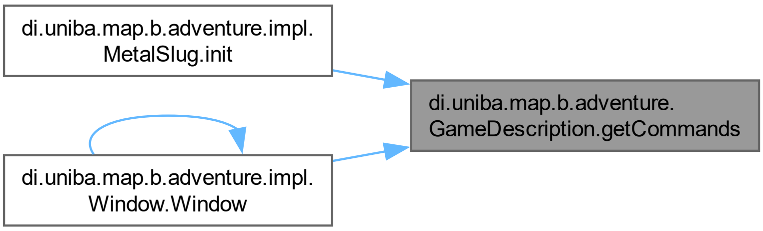
```
List< Command > di.uniba.map.b.adventure.GameDescription.getCommands ()
```

Returns the list of commands available in the game.

Returns

List of Command objects

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.getCommands

6.6.2.3 getCurrentRoom()

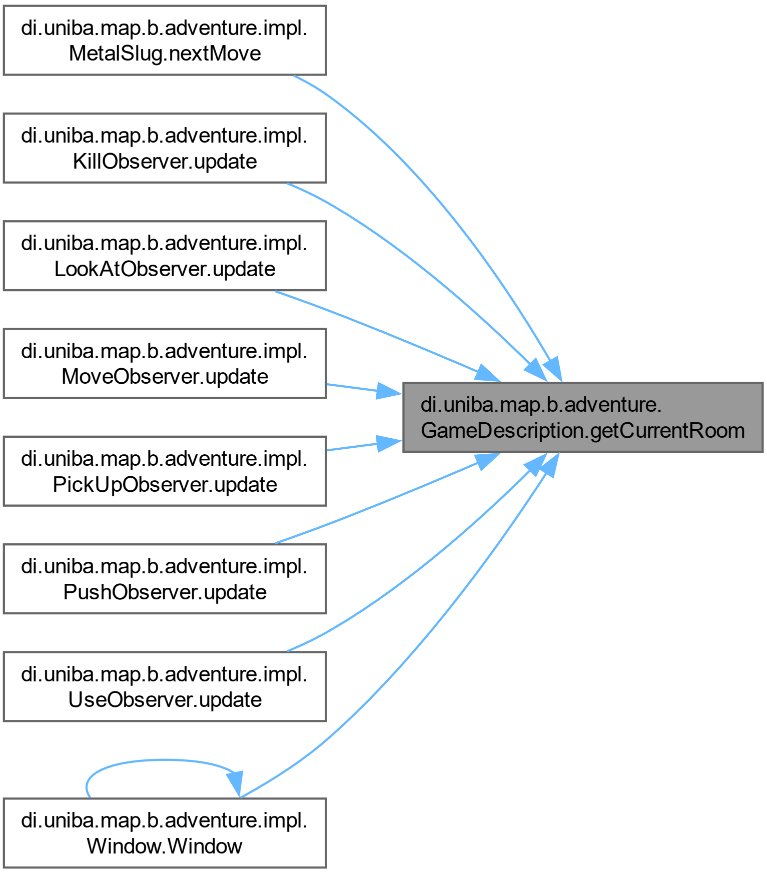
```
Room di.uniba.map.b.adventure.GameDescription.getCurrentRoom ()
```

Returns the current room where the player is located.

Returns

Current Room object

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.impl.
LookAtObserver.update
di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom

6.6.2.4 getInventory()

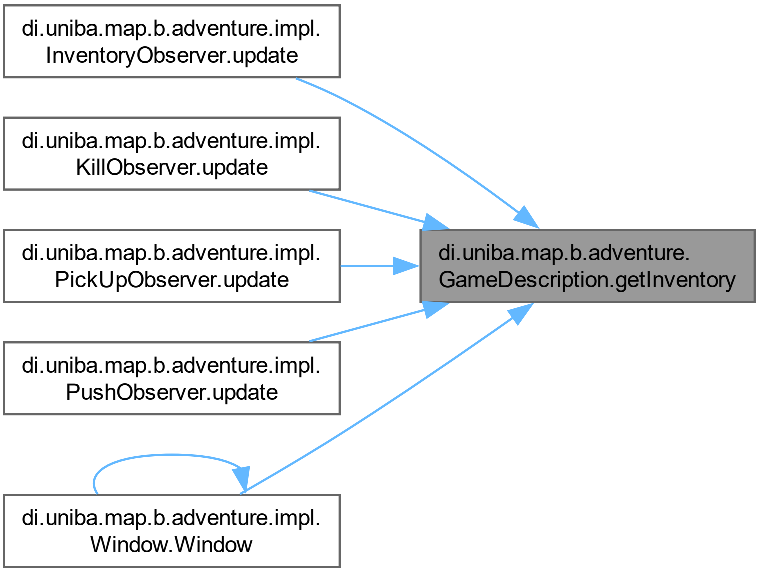
```
List< AdvObject > di.uniba.map.b.adventure.GameDescription.getInventory ()
```

Returns the player's inventory.

Returns

List of AdvObject objects in the player's inventory

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
InventoryObserver.update
di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.getInventory

6.6.2.5 getObjectById()

```
Optional< AdvObject > di.uniba.map.b.adventure.GameDescription.getObjectById (
                 int id)
```

Retrieves an object by its ID from the list of all objects in the game.

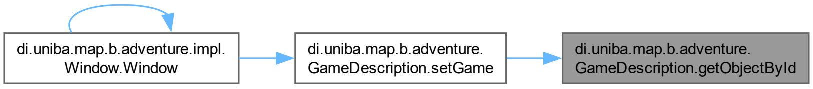
Parameters

id	The ID of the object to retrieve

Returns

An Optional containing the AdvObject if found, or an empty Optional otherwise

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.setGame
di.uniba.map.b.adventure.
GameDescription.getObjectById

6.6.2.6 getRooms()

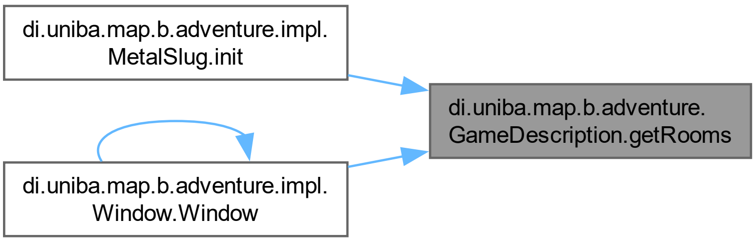
```
List< Room > di.uniba.map.b.adventure.GameDescription.getRooms ()
```

Returns the list of rooms in the game.

Returns

List of Room objects

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.MetalSlug.init
di.uniba.map.b.adventure.impl.Window.Window
di.uniba.map.b.adventure.GameDescription.getRooms

6.6.2.7 getWelcomeMsg()

```
abstract String di.uniba.map.b.adventure.GameDescription.getWelcomeMsg () [abstract]
```

Returns the welcome message for the game. This method must be implemented by subclasses.

Returns

The welcome message as a String

Reimplemented in di.uniba.map.b.adventure.impl.MetalSlug.

Here is the call graph for this function:

di.uniba.map.b.adventure.GameDescription.getWelcomeMsg

Here is the caller graph for this function:

di.uniba.map.b.adventure.
GameDescription.getWelcomeMsg

6.6.2.8 init()

```
abstract void di.uniba.map.b.adventure.GameDescription.init () throws Exception  [abstract]
```

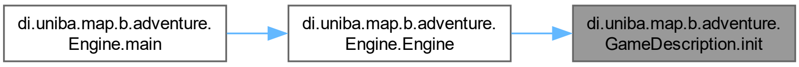
Initializes the game. This method must be implemented by subclasses.

Exceptions

Exception	if an error occurs during initialization

Reimplemented in di.uniba.map.b.adventure.impl.MetalSlug.

Here is the caller graph for this function:


di.uniba.map.b.adventure.
Engine.main
di.uniba.map.b.adventure.
Engine.Engine
di.uniba.map.b.adventure.
GameDescription.init

6.6.2.9 isKeyUsed()

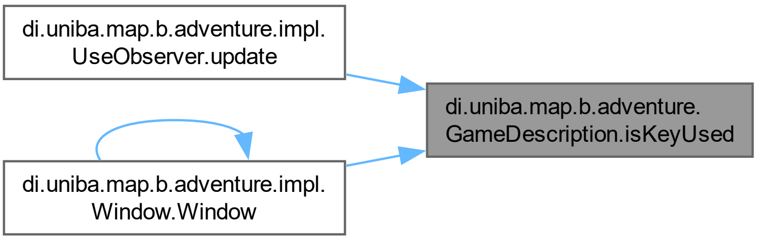
```
boolean di.uniba.map.b.adventure.GameDescription.isKeyUsed ()
```

Returns whether a key has been used in the game.

Returns

true if the key has been used, false otherwise

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.isKeyUsed

6.6.2.10 nextMove()

```
abstract void di.uniba.map.b.adventure.GameDescription.nextMove (
            ParserOutput p,
            Window window) [abstract]
```

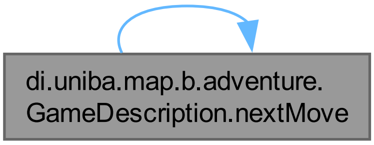
Processes the player's next move based on the parsed input and updates the game state accordingly. This method must be implemented by subclasses.

Parameters

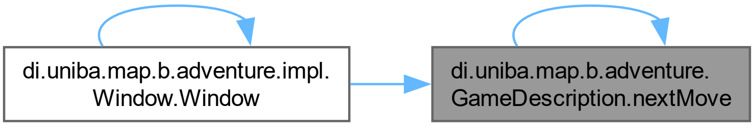
p	The parsed player input
window	The game window for displaying output

Reimplemented in di.uniba.map.b.adventure.impl.MetalSlug.

Here is the call graph for this function:



Here is the caller graph for this function:



6.6.2.11 setCurrentRoom()

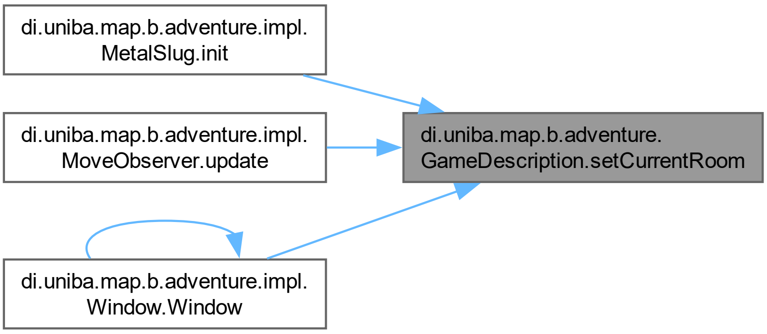
```
void di.uniba.map.b.adventure.GameDescription.setCurrentRoom (
            Room currentRoom)
```

Sets the current room where the player is located.

Parameters

currentRoom	The Room object to set as the current room

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.setCurrentRoom

6.6.2.12 setCurrentRoomById()

```
void di.uniba.map.b.adventure.GameDescription.setCurrentRoomById (
            int roomId)
```

Sets the current room based on the provided room ID.

Parameters

room← Id	ID of the room to set as the current room

6.6.2.13 setGame()

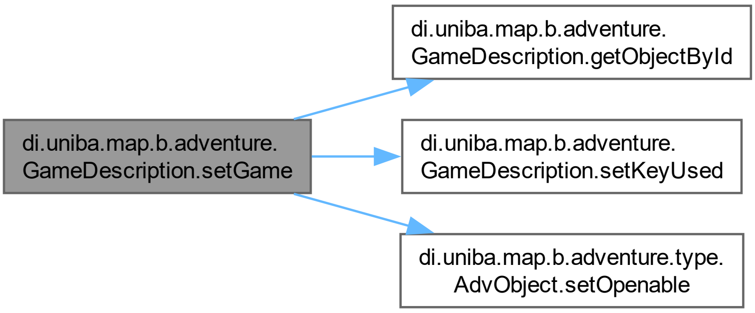
```
void di.uniba.map.b.adventure.GameDescription.setGame (
            int roomId,
            List< Integer > inventoryIds,
            boolean monsterAlive,
            boolean isDoorOpen)
```

Sets up the game state based on the provided parameters.

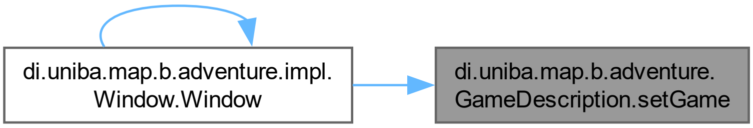
Parameters

roomId	ID of the current room
inventoryIds	List of IDs for objects in the player's inventory
monsterAlive	Flag indicating if the monster is alive
isDoorOpen	Flag indicating if a door is open

Here is the call graph for this function:


di.uniba.map.b.adventure.GameDescription.getObjectById
di.uniba.map.b.adventure.GameDescription.setGame
di.uniba.map.b.adventure.GameDescription.setKeyUsed
di.uniba.map.b.adventure.type.AdvObject.setOpenable

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.Window.Window
di.uniba.map.b.adventure.GameDescription.setGame

6.6.2.14 setKeyUsed()

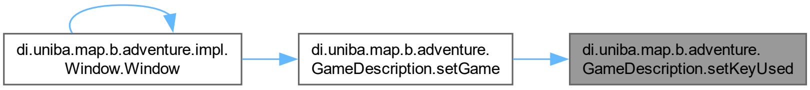
```
void di.uniba.map.b.adventure.GameDescription.setKeyUsed (
            boolean keyUsed)
```

Sets the flag indicating whether a key has been used in the game.

Parameters

keyUsed	true to indicate the key has been used, false otherwise

Here is the caller graph for this function:

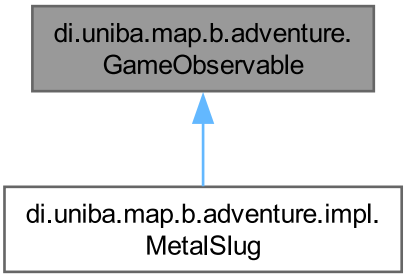

di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.
GameDescription.setGame
di.uniba.map.b.adventure.
GameDescription.setKeyUsed

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

- GameDescription.java

6.7 di.uniba.map.b.adventure.GameObservable Interface Reference

Inheritance diagram for di.uniba.map.b.adventure.GameObservable:



Public Member Functions

- void attach (GameObserver o)
- void detach (GameObserver o)
- void notifyObservers (Window window)

6.7.1 Detailed Description

Author

Francesco

6.7.2 Member Function Documentation

6.7.2.1 attach()

```
void di.uniba.map.b.adventure.GameObservable.attach (
            GameObserver o)
```

Parameters

o	

Implemented in di.uniba.map.b.adventure.impl.MetalSlug.

6.7.2.2 detach()

```
void di.uniba.map.b.adventure.GameObservable.detach (
            GameObserver o)
```

Parameters

o	

Implemented in di.uniba.map.b.adventure.impl.MetalSlug.

6.7.2.3 notifyObservers()

```
void di.uniba.map.b.adventure.GameObservable.notifyObservers (
            Window window)
```

Parameters

window	

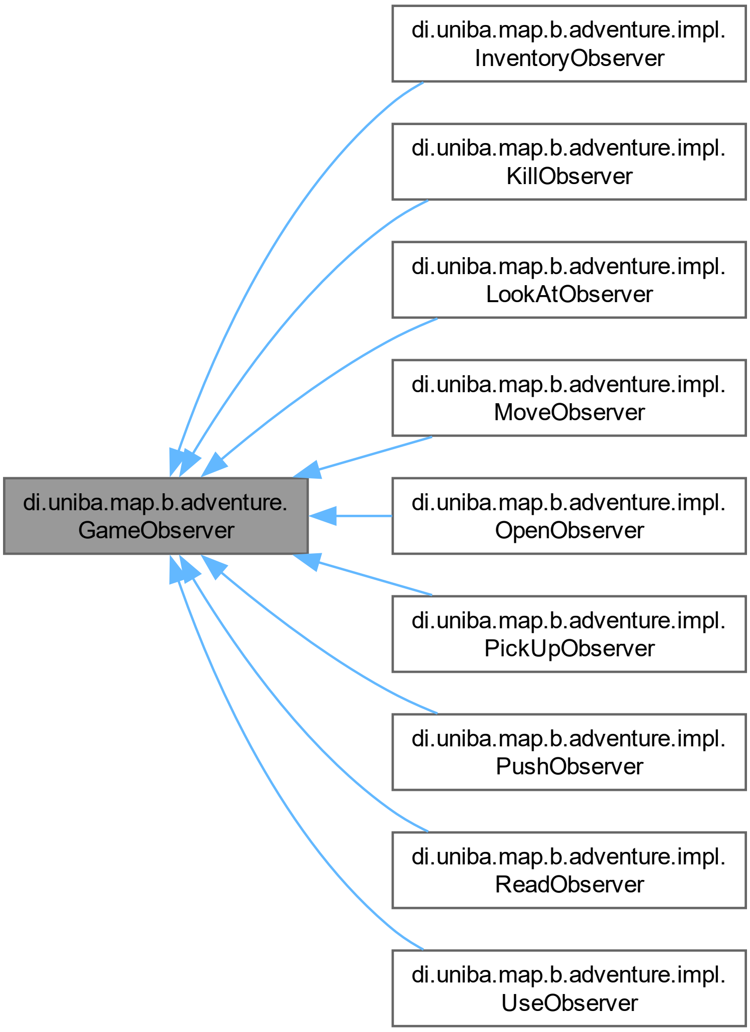
Implemented in di.uniba.map.b.adventure.impl.MetalSlug.

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

- GameObservable.java

6.8 di.uniba.map.b.adventure.GameObserver Interface Reference

Inheritance diagram for di.uniba.map.b.adventure.GameObserver:


di.uniba.map.b.adventure.GameObserver
di.uniba.map.b.adventure.impl.InventoryObserver
di.uniba.map.b.adventure.impl.KillObserver
di.uniba.map.b.adventure.impl.LookAtObserver
di.uniba.map.b.adventure.impl.MoveObserver
di.uniba.map.b.adventure.impl.OpenObserver
di.uniba.map.b.adventure.impl.PickUpObserver
di.uniba.map.b.adventure.impl.PushObserver
di.uniba.map.b.adventure.impl.ReadObserver
di.uniba.map.b.adventure.impl.UseObserver

Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.8.1 Detailed Description

@autor Francesco

6.8.2 Member Function Documentation

6.8.2.1 update()

```
String di.uniba.map.b.adventure.GameObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Parameters

description	
parserOutput	
window	

Returns

Implemented in di.uniba.map.b.adventure.impl.InventoryObserver, di.uniba.map.b.adventure.impl.KillObserver, di.uniba.map.b.adventure.impl.LookAtObserver, di.uniba.map.b.adventure.impl.MoveObserver, di.uniba.map.b.adventure.impl.OpenC di.uniba.map.b.adventure.impl.PickUpObserver, di.uniba.map.b.adventure.impl.PushObserver, di.uniba.map.b.adventure.impl.ReadO and di.uniba.map.b.adventure.impl.UseObserver.

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

- GameObserver.java

6.9 di.uniba.map.b.adventure.GameUtils Class Reference

Static Public Member Functions

- static AdvObject getObjectFromInventory (List< AdvObject > inventory, int id)

6.9.1 Detailed Description

Utility class containing helper methods for game operations.

6.9.2 Member Function Documentation

6.9.2.1 getObjectFromInventory()

```
static AdvObject di.uniba.map.b.adventure.GameUtils.getObjectFromInventory (
            List< AdvObject > inventory,
            int id) [static]
```

Searches for an object in the player's inventory by its ID.

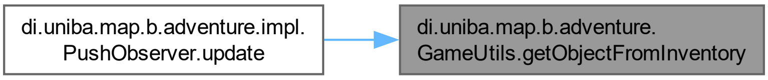
Parameters

inventory	The list of `AdvObject` representing the player's inventory.
id	The unique identifier of the object to search for.

Returns

The `AdvObject` if found in the inventory; otherwise, returns `null`.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.
GameUtils.getObjectFromInventory

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

- GameUtils.java

6.10 di.uniba.map.b.adventure.type.Inventory Class Reference

Public Member Functions

- List< AdvObject > getList ()
- void setList (List< AdvObject > list)
- void add (AdvObject o)
- void remove (AdvObject o)

6.10.1 Detailed Description

Author

Francesco

6.10.2 Member Function Documentation

6.10.2.1 add()

```
void di.uniba.map.b.adventure.type.Inventory.add (
            AdvObject o)
```

Parameters

o	

6.10.2.2 getList()

```
List< AdvObject > di.uniba.map.b.adventure.type.Inventory.getList ()
```

Returns

6.10.2.3 remove()

```
void di.uniba.map.b.adventure.type.Inventory.remove (
             AdvObject o)
```

Parameters

o	

6.10.2.4 setList()

```
void di.uniba.map.b.adventure.type.Inventory.setList (
             List< AdvObject > list)
```

Parameters

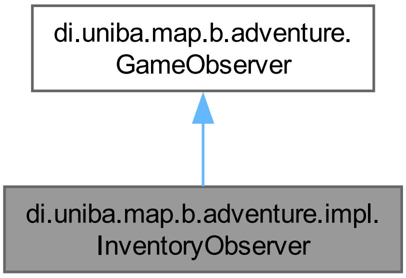
list	

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

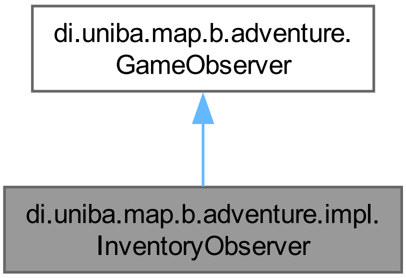
- type/Inventory.java

6.11 di.uniba.map.b.adventure.impl.InventoryObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.InventoryObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.InventoryObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.11.1 Detailed Description

Implements the observer for inventory-related events in the game. This observer is responsible for handling the display of the player's inventory when the inventory command is issued.

6.11.2 Member Function Documentation

6.11.2.1 update()

```
String di.uniba.map.b.adventure.impl.InventoryObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Updates the game state in response to an inventory command and generates a message describing the current contents of the player's inventory.

Parameters

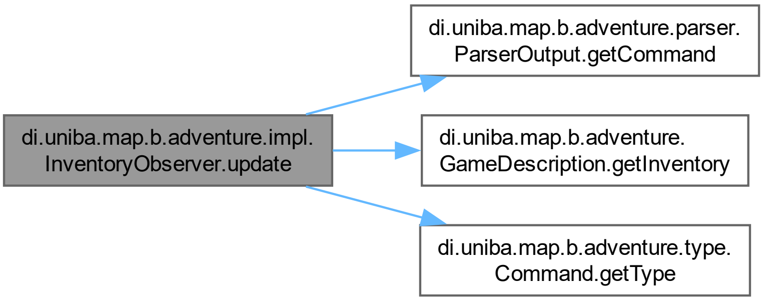
description	The current state of the game.
parserOutput	The output from the command parser, containing the parsed command.
window	The game window where output messages are displayed.

Returns

A string message detailing the contents of the player's inventory, or a message indicating the inventory is empty if no items are present.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:

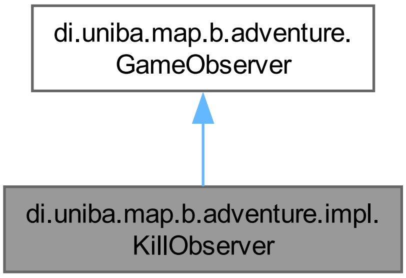

di.uniba.map.b.adventure.impl.
InventoryObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getInventory
di.uniba.map.b.adventure.type.
Command.getType

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

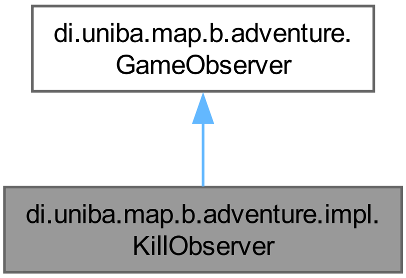
- impl/InventoryObserver.java

6.12 di.uniba.map.b.adventure.impl.KillObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.KillObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.KillObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.12.1 Detailed Description

Observer implementation for handling "kill" commands within the game. This observer checks if the player can kill a monster in the current room, based on the presence of a weapon in the player's inventory and the monster's existence.

6.12.2 Member Function Documentation

6.12.2.1 update()

```
String di.uniba.map.b.adventure.impl.KillObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Processes a "kill" command, determining if the player successfully kills a monster in the current room. The method checks if the player is in the correct room, if the monster is alive, and if the player has the required weapon. If the conditions are met, the monster is killed, and a success message is returned. Otherwise, appropriate messages are returned based on the failure condition (e.g., no monster, no weapon).

Parameters

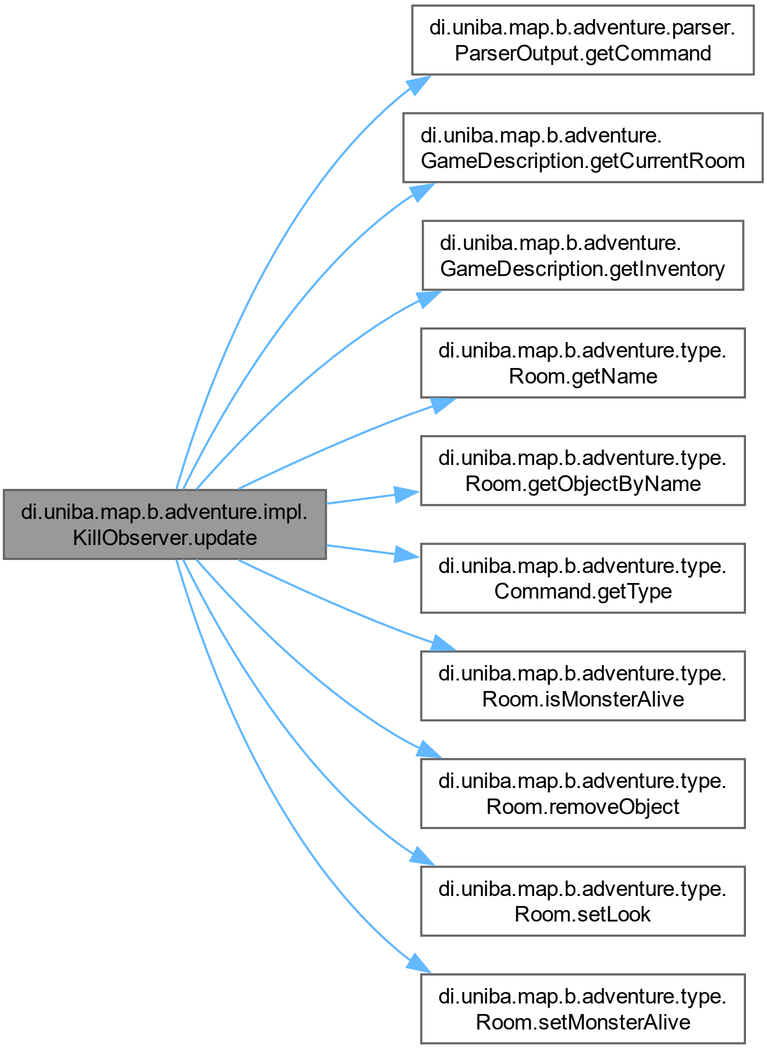
description	The current state of the game, including rooms, inventory, and game objects.
parserOutput	The parsed output of the player's command, including the command type and arguments.
window	The game window where output messages are displayed.

Returns

A string message indicating the outcome of the "kill" command.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:

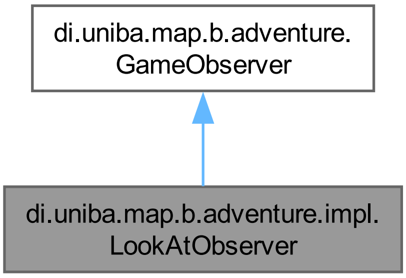

di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.
GameDescription.getInventory
di.uniba.map.b.adventure.type.
Room.getName
di.uniba.map.b.adventure.type.
Room.getObjectByName
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.type.
Room.isMonsterAlive
di.uniba.map.b.adventure.type.
Room.removeObject
di.uniba.map.b.adventure.type.
Room.setLook
di.uniba.map.b.adventure.type.
Room.setMonsterAlive

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

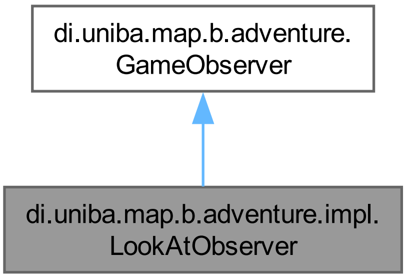
- impl/KillObserver.java

6.13 di.uniba.map.b.adventure.impl.LookAtObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.LookAtObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.LookAtObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.13.1 Detailed Description

Observer implementation for handling "look at" commands within the game. This observer is responsible for providing descriptions of the current room or objects within it when the player uses the "look at" command.

6.13.2 Member Function Documentation

6.13.2.1 update()

```
String di.uniba.map.b.adventure.impl.LookAtObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Processes a "look at" command, returning a description of the current room or an object within it. If the current room has a special description, it is returned; otherwise, a generic message is provided.

Parameters

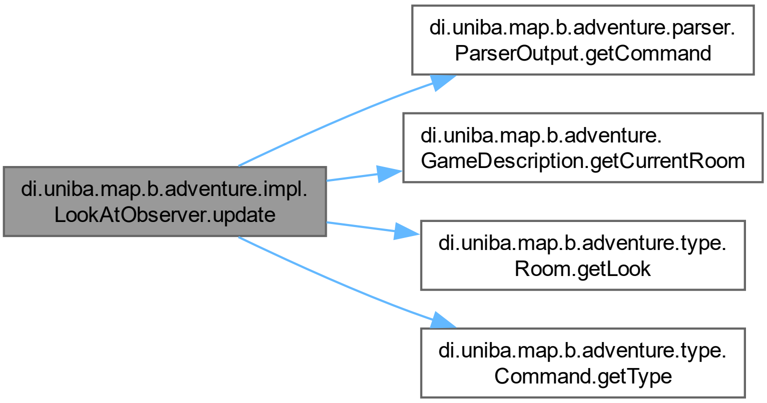
description	The current state of the game, including the player's current room.
parserOutput	The parsed output of the player's command, including the command type and arguments.
window	The game window where output messages are displayed.

Returns

A string message containing the description of the current room or a generic message if the room has no special description.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:

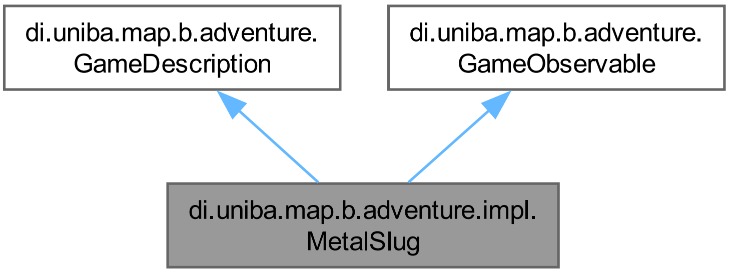

di.uniba.map.b.adventure.impl.
LookAtObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.type.
Room.getLook
di.uniba.map.b.adventure.type.
Command.getType

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

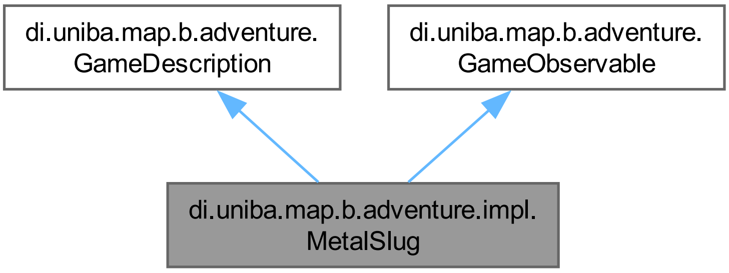
- impl/LookAtObserver.java

6.14 di.uniba.map.b.adventure.impl.MetalSlug Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.MetalSlug:


di.uniba.map.b.adventure.
GameDescription
di.uniba.map.b.adventure.
GameObservable
di.uniba.map.b.adventure.impl.
MetalSlug

Collaboration diagram for di.uniba.map.b.adventure.impl.MetalSlug:


di.uniba.map.b.adventure.
GameDescription
di.uniba.map.b.adventure.
GameObservable
di.uniba.map.b.adventure.impl.
MetalSlug

Public Member Functions

- void init () throws Exception
- void nextMove (ParserOutput p, Window window)
- void attach (GameObserver o)
- void detach (GameObserver o)
- void notifyObservers (Window window)
- String getWelcomeMsg ()

Public Member Functions inherited from di.uniba.map.b.adventure.GameDescription

- List< Room > getRooms ()
- void setCurrentRoomById (int roomId)
- void setGame (int roomId, List< Integer > inventoryIds, boolean monsterAlive, boolean isDoorOpen)

- List< Command > getCommands ()
- Room getCurrentRoom ()
- boolean isKeyUsed ()
- void setKeyUsed (boolean keyUsed)
- void setCurrentRoom (Room currentRoom)
- List< AdvObject > getInventory ()
- void addObject (AdvObject obj)
- Optional< AdvObject > getObjectById (int id)

6.14.1 Detailed Description

Main class for the MetalSlug game, extending GameDescription and implementing GameObservable. This class initializes the game environment, including rooms, objects, and commands, and handles player moves.

6.14.2 Member Function Documentation

6.14.2.1 attach()

```
void di.uniba.map.b.adventure.impl.MetalSlug.attach (
            GameObserver o)
```

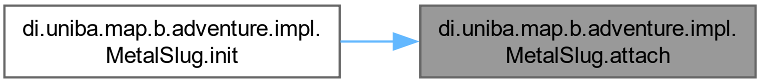
Attaches an observer to the game. Observers are notified of game events and can update the game state or display messages.

Parameters

o	The observer to attach.

Implements di.uniba.map.b.adventure.GameObservable.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.impl.
MetalSlug.attach

6.14.2.2 detach()

```
void di.uniba.map.b.adventure.impl.MetalSlug.detach (
            GameObserver o)
```

Detaches an observer from the game.

Parameters

o	The observer to detach.

Implements di.uniba.map.b.adventure.GameObservable.

6.14.2.3 getWelcomeMsg()

```
String di.uniba.map.b.adventure.impl.MetalSlug.getWelcomeMsg ()
```

Returns the welcome message to be displayed at the start of the game.

Returns

The welcome message string.

Reimplemented from di.uniba.map.b.adventure.GameDescription.

6.14.2.4 init()

```
void di.uniba.map.b.adventure.impl.MetalSlug.init () throws Exception
```

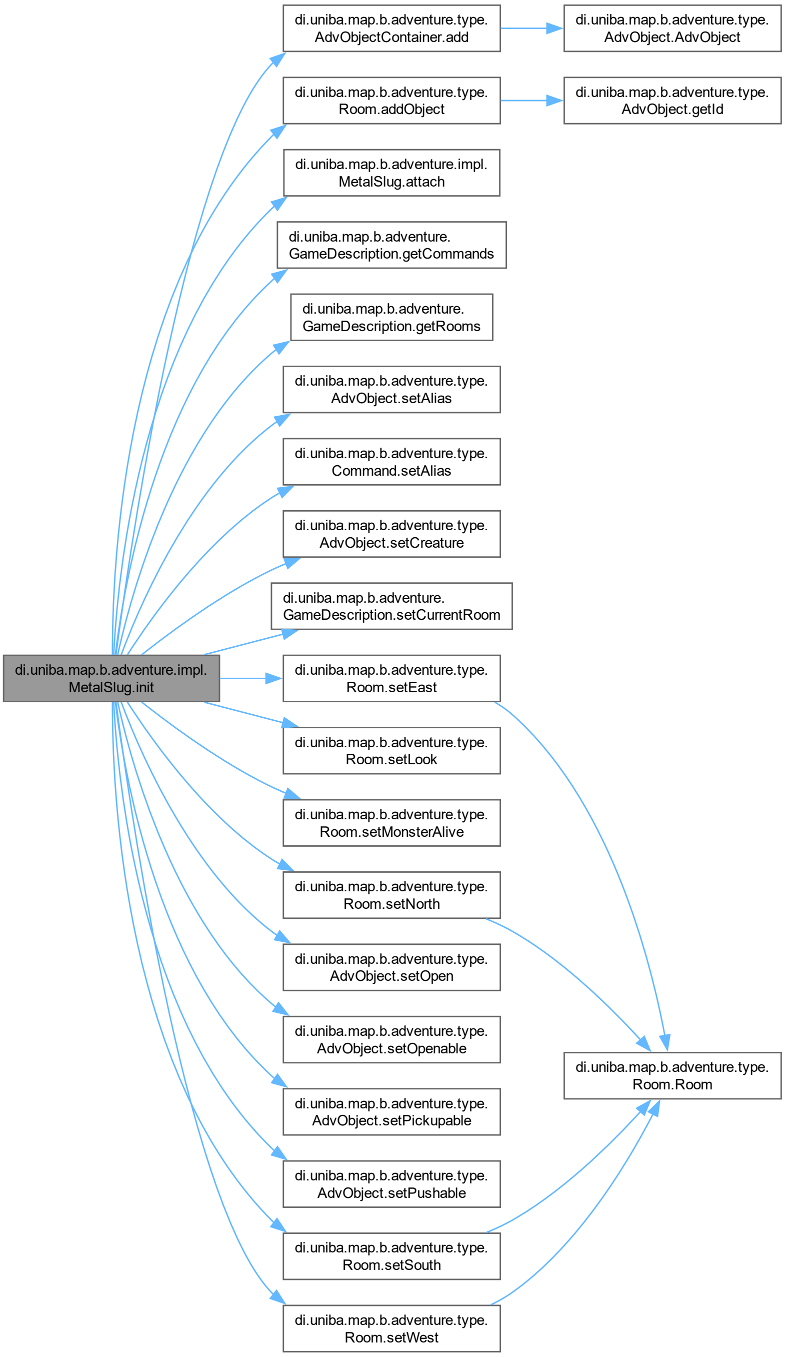
Initializes the game environment using data from the provided database. This includes setting up rooms, commands, objects, and observers.

Exceptions

Exception	If there is an error accessing the database.

Reimplemented from di.uniba.map.b.adventure.GameDescription.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
AdvObjectContainer.add
di.uniba.map.b.adventure.type.
AdvObject.AdvObject
di.uniba.map.b.adventure.type.
Room.addObject
di.uniba.map.b.adventure.type.
AdvObject.getId
di.uniba.map.b.adventure.impl.
MetalSlug.attach
di.uniba.map.b.adventure.
GameDescription.getCommands
di.uniba.map.b.adventure.
GameDescription.getRooms
di.uniba.map.b.adventure.type.
AdvObject.setAlias
di.uniba.map.b.adventure.type.
Command.setAlias
di.uniba.map.b.adventure.type.
AdvObject.setCreature
di.uniba.map.b.adventure.
GameDescription.setCurrentRoom
di.uniba.map.b.adventure.type.
Room.setEast
di.uniba.map.b.adventure.type.
Room.setLook
di.uniba.map.b.adventure.type.
Room.setMonsterAlive
di.uniba.map.b.adventure.type.
Room.setNorth
di.uniba.map.b.adventure.type.
AdvObject.setOpen
di.uniba.map.b.adventure.type.
AdvObject.setOpenable
di.uniba.map.b.adventure.type.
AdvObject.setPickupable
di.uniba.map.b.adventure.type.
AdvObject.setPushable
di.uniba.map.b.adventure.type.
Room.setSouth
di.uniba.map.b.adventure.type.
Room.setWest
di.uniba.map.b.adventure.type.
Room.Room

6.14.2.5 nextMove()

```
void di.uniba.map.b.adventure.impl.MetalSlug.nextMove (
            ParserOutput p,
            Window window)
```

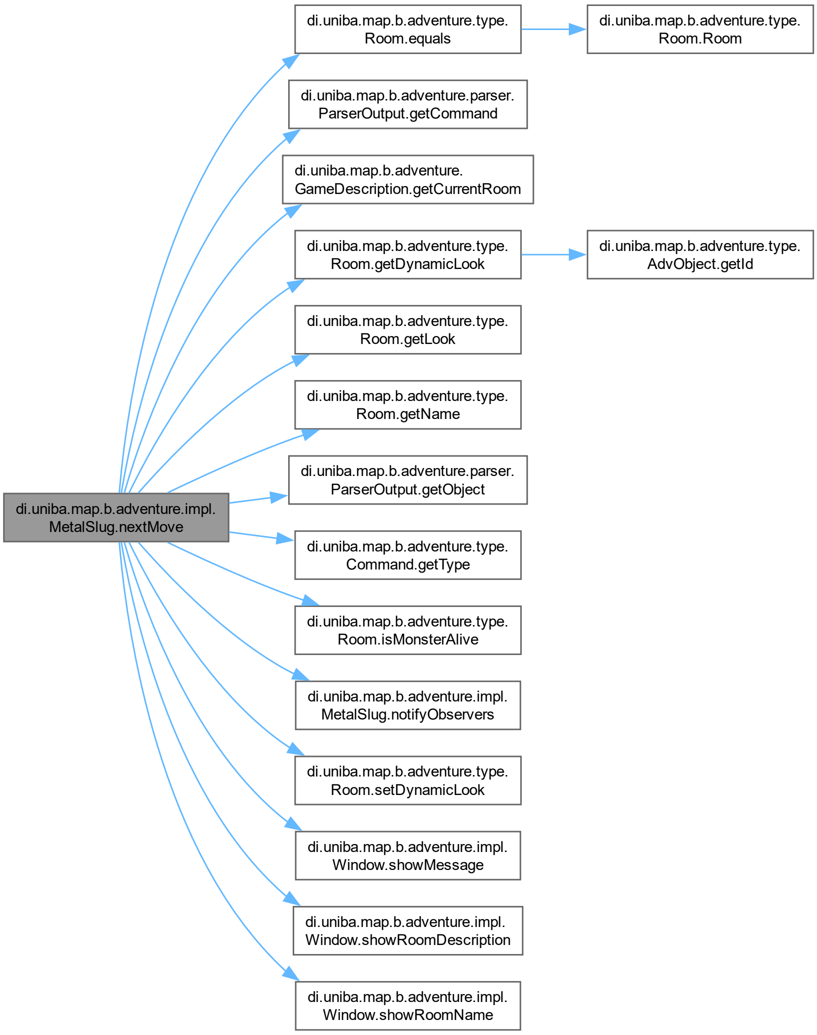
Processes the next move based on the player's command. This method updates the game state, notifies observers, and displays messages to the player.

Parameters

p	The parsed output of the player's command.
window	The game window where messages are displayed.

Reimplemented from di.uniba.map.b.adventure.GameDescription.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.type.
Room.equals
di.uniba.map.b.adventure.type.
Room.Room
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.type.
Room.getDynamicLook
di.uniba.map.b.adventure.type.
AdvObject.getId
di.uniba.map.b.adventure.type.
Room.getLook
di.uniba.map.b.adventure.type.
Room.getName
di.uniba.map.b.adventure.parser.
ParserOutput.getObject
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.type.
Room.isMonsterAlive
di.uniba.map.b.adventure.impl.
MetalSlug.notifyObservers
di.uniba.map.b.adventure.type.
Room.setDynamicLook
di.uniba.map.b.adventure.impl.
Window.showMessage
di.uniba.map.b.adventure.impl.
Window.showRoomDescription
di.uniba.map.b.adventure.impl.
Window.showRoomName

6.14.2.6 notifyObservers()

```
void di.uniba.map.b.adventure.impl.MetalSlug.notifyObservers (
            Window window)
```

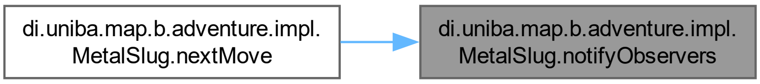
Notifies all attached observers of a game event. Observers can update the game state or generate messages based on the event.

Parameters

window	The game window where messages may be displayed.

Implements di.uniba.map.b.adventure.GameObservable.

Here is the caller graph for this function:

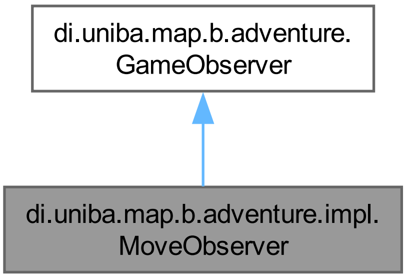

di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
MetalSlug.notifyObservers

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

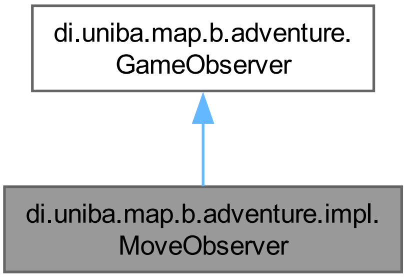
- impl/MetalSlug.java

6.15 di.uniba.map.b.adventure.impl.MoveObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.MoveObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.MoveObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.15.1 Detailed Description

Observer implementation for handling movement commands within the game. Blocks eastward movement from "Centrale operativa" if the monster is still alive.

6.15.2 Member Function Documentation

6.15.2.1 update()

```
String di.uniba.map.b.adventure.impl.MoveObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

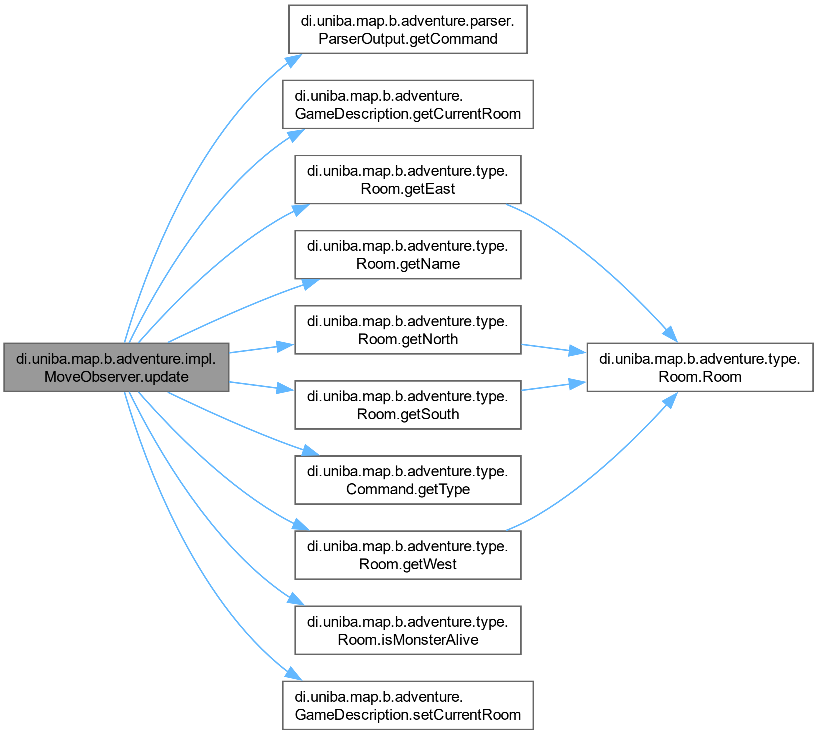
Parameters

description	
parserOutput	
window	

Returns

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:

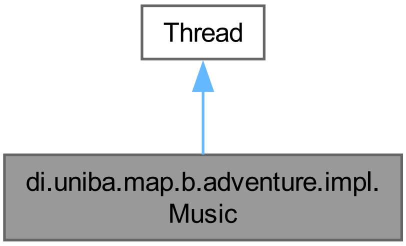

di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.type.
Room.getEast
di.uniba.map.b.adventure.type.
Room.getName
di.uniba.map.b.adventure.type.
Room.getNorth
di.uniba.map.b.adventure.type.
Room.getSouth
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.type.
Room.getWest
di.uniba.map.b.adventure.type.
Room.isMonsterAlive
di.uniba.map.b.adventure.
GameDescription.setCurrentRoom
di.uniba.map.b.adventure.type.
Room.Room

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

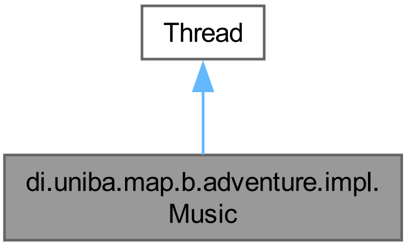
- impl/MoveObserver.java

6.16 di.uniba.map.b.adventure.impl.Music Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.Music:



Collaboration diagram for di.uniba.map.b.adventure.impl.Music:



Classes

- enum Position

Public Member Functions

- Music (String wavfile)
- void stopSound ()
- synchronized void startSound ()
- void run ()

6.16.1 Detailed Description

This class is designed to play sound files in a separate thread. It supports basic operations such as play, stop, and handling of audio pan (left, right, normal).

6.16.2 Constructor & Destructor Documentation

6.16.2.1 Music()

```
di.uniba.map.b.adventure.impl.Music.Music (
             String wavfile)
```

6.16.3 Member Function Documentation

6.16.3.1 run()

```
void di.uniba.map.b.adventure.impl.Music.run ()
```

6.16.3.2 startSound()

```
synchronized void di.uniba.map.b.adventure.impl.Music.startSound ()
```

6.16.3.3 stopSound()

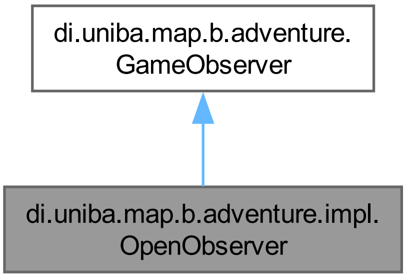
```
void di.uniba.map.b.adventure.impl.Music.stopSound ()
```

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

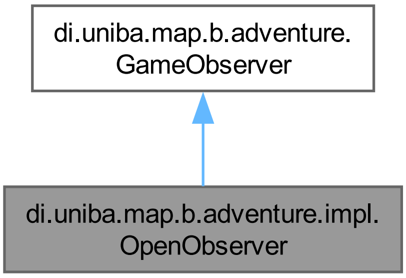
- impl/Music.java

6.17 di.uniba.map.b.adventure.impl.OpenObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.OpenObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.OpenObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.17.1 Detailed Description

Observer implementation for handling "open" commands within the game. This observer allows players to open objects or containers in the game environment, potentially revealing or releasing items contained within.

6.17.2 Member Function Documentation

6.17.2.1 update()

```
String di.uniba.map.b.adventure.impl.OpenObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Processes an "open" command, attempting to open the specified object or container. If the object is openable and not already open, it is opened, and any contained items are moved to the current room. Messages are generated to inform the player of the action's outcome.

Parameters

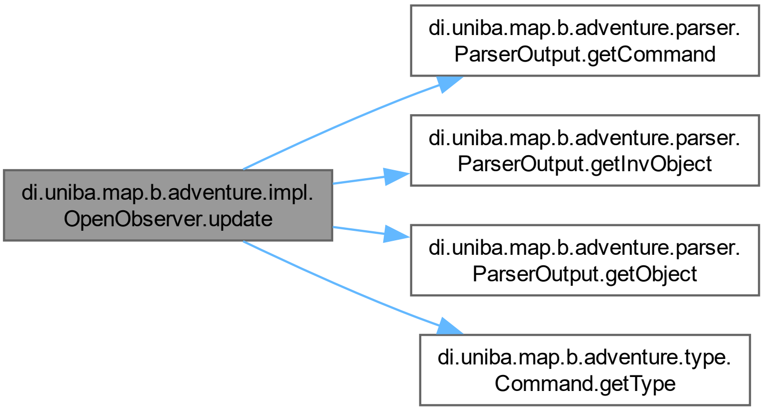
description	The current state of the game, including the player's current room and inventory.
parserOutput	The parsed output of the player's command, including the command type and targeted object.
window	The game window where output messages are displayed.

Returns

A string message indicating the outcome of the "open" command.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
OpenObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.parser.
ParserOutput.getInvObject
di.uniba.map.b.adventure.parser.
ParserOutput.getObject
di.uniba.map.b.adventure.type.
Command.getType

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

- impl/OpenObserver.java

6.18 di.uniba.map.b.adventure.parser.Parser Class Reference

Public Member Functions

- Parser (Set< String > stopwords)
- ParserOutput parse (String command, List< Command > commands, List< AdvObject > objects, List< AdvObject > inventory)

6.18.1 Detailed Description

The Parser class is responsible for interpreting player commands within the game. It processes input strings, removing stopwords, and identifies commands and objects mentioned in the input. It supports simple sentences structured as <action> <object> <object>, with articles and prepositions being ignored.

6.18.2 Constructor & Destructor Documentation

6.18.2.1 Parser()

```
di.uniba.map.b.adventure.parser.Parser.Parser (
            Set< String > stopwords)
```

Constructs a Parser with a specified set of stopwords.

Parameters

stopwords	A set of strings representing stopwords to be ignored during parsing.

6.18.3 Member Function Documentation

6.18.3.1 parse()

```
ParserOutput di.uniba.map.b.adventure.parser.Parser.parse (
             String command,
             List< Command > commands,
             List< AdvObject > objects,
             List< AdvObject > inventory)
```

Parses a player command, identifying the command and objects mentioned in the input.

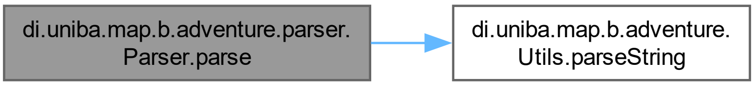
Parameters

command	The player command to parse.
commands	A list of commands to check against.
objects	A list of objects to check against.
inventory	A list of objects in the player's inventory to check against.

Returns

A ParserOutput object containing the identified command and objects.

Here is the call graph for this function:



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

- parser/Parser.java

6.19 di.uniba.map.b.adventure.parser.ParserOutput Class Reference

Public Member Functions

- ParserOutput (Command command, AdvObject object)
- ParserOutput (Command command, AdvObject object, AdvObject invObejct)
- Command getCommand ()
- void setCommand (Command command)
- AdvObject getObject ()
- void setObject (AdvObject object)
- AdvObject getInvObject ()
- void setInvObject (AdvObject invObject)

6.19.1 Detailed Description

Author

Francesco

6.19.2 Constructor & Destructor Documentation

6.19.2.1 ParserOutput() [1/2]

```
di.uniba.map.b.adventure.parser.ParserOutput.ParserOutput (
            Command command,
            AdvObject object)
```

Parameters

command	
object	

6.19.2.2 ParserOutput() [2/2]

```
di.uniba.map.b.adventure.parser.ParserOutput.ParserOutput (
            Command command,
            AdvObject object,
            AdvObject invObejct)
```

Parameters

command	
object	
invObejct	

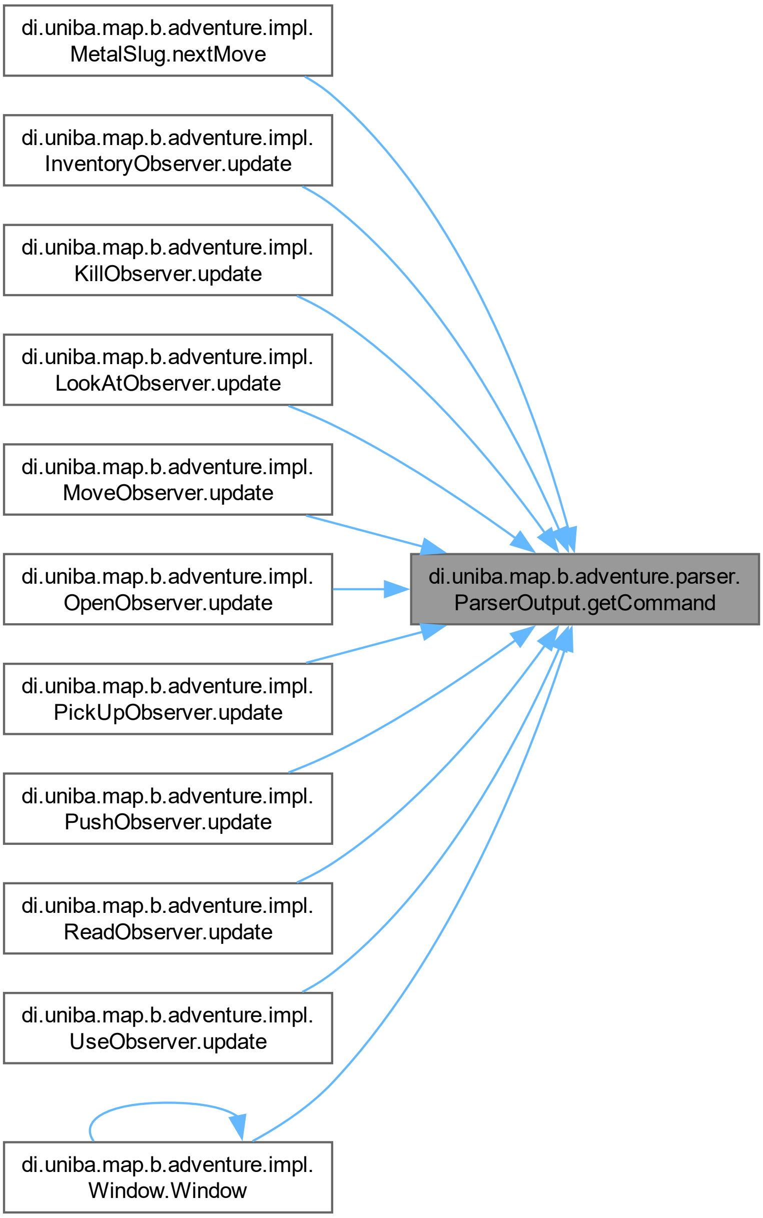
6.19.3 Member Function Documentation

6.19.3.1 getCommand()

```
Command di.uniba.map.b.adventure.parser.ParserOutput.getCommand ()
```

Returns

Here is the caller graph for this function:

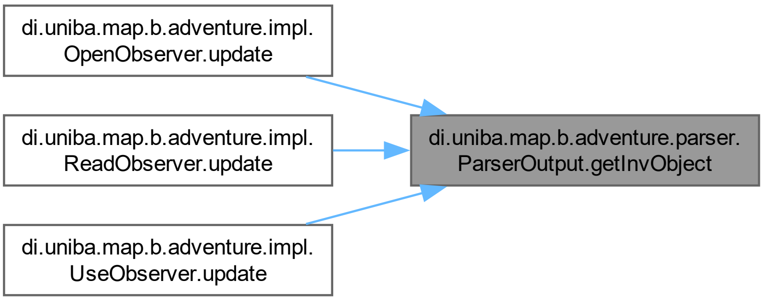

di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
InventoryObserver.update
di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.impl.
LookAtObserver.update
di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.impl.
OpenObserver.update
di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.impl.
ReadObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand

6.19.3.2 getInvObject()

```
AdvObject di.uniba.map.b.adventure.parser.ParserOutput.getInvObject ()
```

Returns

Here is the caller graph for this function:

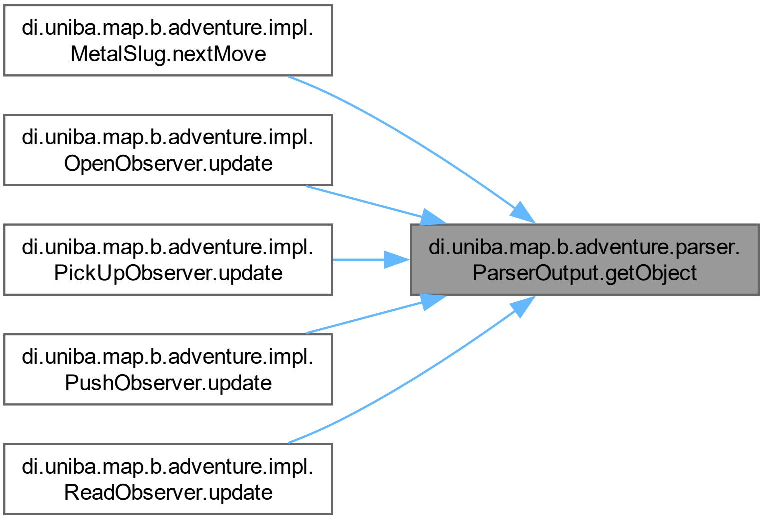

di.uniba.map.b.adventure.impl.
OpenObserver.update
di.uniba.map.b.adventure.impl.
ReadObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getInvObject

6.19.3.3 getObject()

```
AdvObject di.uniba.map.b.adventure.parser.ParserOutput.getObject ()
```

Returns

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
OpenObserver.update
di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.impl.
ReadObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getObject

6.19.3.4 setCommand()

```
void di.uniba.map.b.adventure.parser.ParserOutput.setCommand (
            Command command)
```

Parameters

command	

6.19.3.5 setInvObject()

```
void di.uniba.map.b.adventure.parser.ParserOutput.setInvObject (
            AdvObject invObject)
```

Parameters

invObject	

6.19.3.6 setObject()

```
void di.uniba.map.b.adventure.parser.ParserOutput.setObject (
            AdvObject object)
```

Parameters

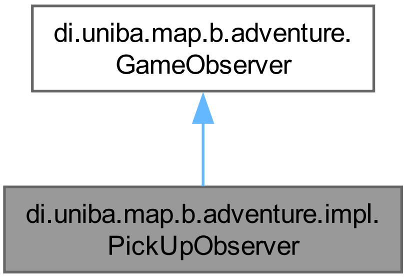
object	

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

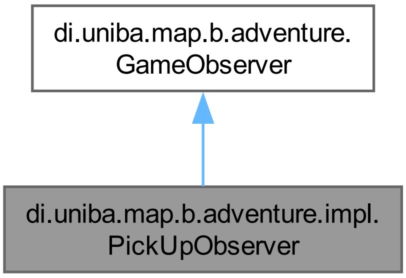
- parser/ParserOutput.java

6.20 di.uniba.map.b.adventure.impl.PickUpObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.PickUpObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.PickUpObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.20.1 Detailed Description

Observer implementation for handling "pick up" commands within the game. This observer allows players to pick up objects from the current room and add them to their inventory, provided the objects are pickupable.

6.20.2 Member Function Documentation

6.20.2.1 update()

```
String di.uniba.map.b.adventure.impl.PickUpObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Processes a "pick up" command, attempting to add the specified object to the player's inventory. Verifies if the object is present in the current room and if it is pickupable. If successful, the object is removed from the room and added to the inventory, and a success message is returned. Otherwise, an appropriate failure message is generated.

Parameters

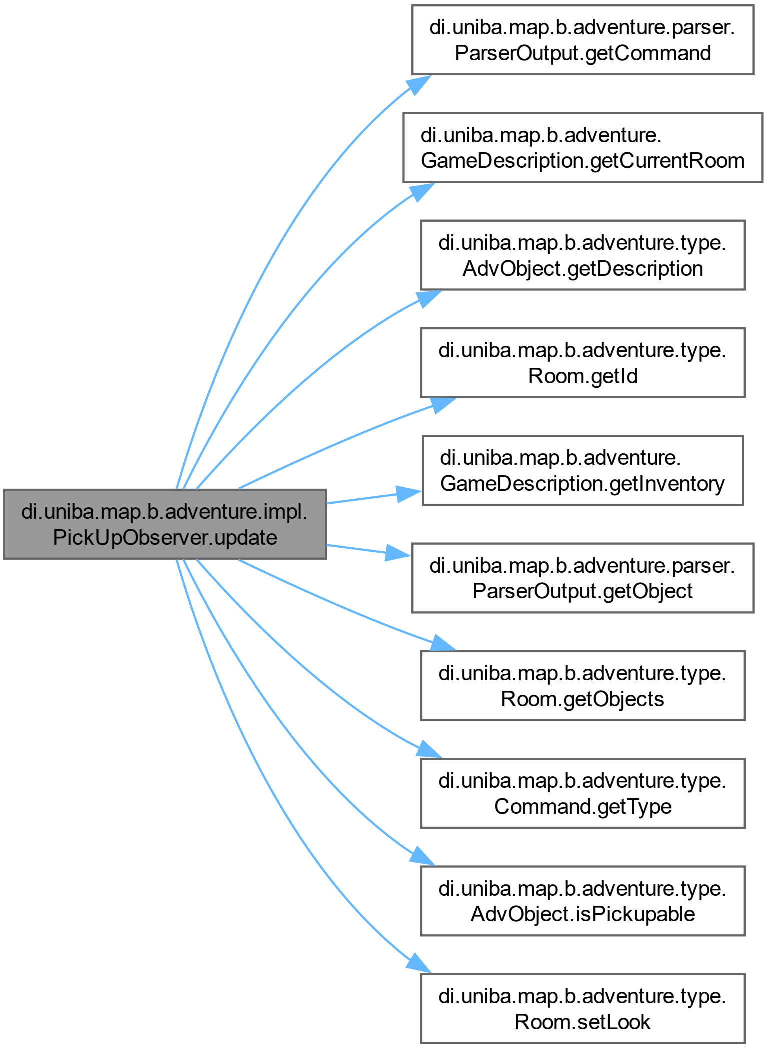
description	The current state of the game, including the player's current room and inventory.
parserOutput	The parsed output of the player's command, including the command type and targeted object.
window	The game window where output messages are displayed.

Returns

A string message indicating the outcome of the "pick up" command.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.type.
AdvObject.getDescription
di.uniba.map.b.adventure.type.
Room.getId
di.uniba.map.b.adventure.
GameDescription.getInventory
di.uniba.map.b.adventure.parser.
ParserOutput.getObject
di.uniba.map.b.adventure.type.
Room.getObjects
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.type.
AdvObject.isPickupable
di.uniba.map.b.adventure.type.
Room.setLook

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

- impl/PickUpObserver.java

6.21 di.uniba.map.b.adventure.impl.PlayerData Class Reference

Public Member Functions

- PlayerData (String name, String date, String time)

- String getName ()
- void setName (String name)
- String getDate ()
- void setDate (String date)
- String getTime ()
- void setTime (String time)
- String toString ()

6.21.1 Detailed Description

Represents the data of a player in the game, including their name, the date, and the time. This class is used to manage player-specific information that can be utilized throughout the game.

6.21.2 Constructor & Destructor Documentation

6.21.2.1 PlayerData()

```
di.uniba.map.b.adventure.impl.PlayerData.PlayerData (
             String name,
             String date,
             String time)
```

Constructs a new PlayerData instance with specified name, date, and time.

Parameters

name	The name of the player.
date	The date related to the player's progress or state.
time	The time related to the player's progress or state.

6.21.3 Member Function Documentation

6.21.3.1 getDate()

```
String di.uniba.map.b.adventure.impl.PlayerData.getDate ()
```

Gets the date associated with the player's current state or progress.

Returns

The date related to the player's progress or state.

6.21.3.2 getName()

```
String di.uniba.map.b.adventure.impl.PlayerData.getName ()
```

Gets the player's name.

Returns

The name of the player.

6.21.3.3 getTime()

```
String di.uniba.map.b.adventure.impl.PlayerData.getTime ()
```

Gets the time associated with the player's current state or progress.

Returns

The time related to the player's progress or state.

6.21.3.4 setDate()

```
void di.uniba.map.b.adventure.impl.PlayerData.setDate (
             String date)
```

Sets the date associated with the player's current state or progress.

Parameters

date	The new date related to the player's progress or state.

6.21.3.5 setName()

```
void di.uniba.map.b.adventure.impl.PlayerData.setName (
             String name)
```

Sets the player's name.

Parameters

name	The new name of the player.

6.21.3.6 setTime()

```
void di.uniba.map.b.adventure.impl.PlayerData.setTime (
             String time)
```

Sets the time associated with the player's current state or progress.

Parameters

time	The new time related to the player's progress or state.

6.21.3.7 toString()

```
String di.uniba.map.b.adventure.impl.PlayerData.toString ()
```

Returns a string representation of the player data, including name, date, and time.

Returns

A string representation of the player data.

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

- impl/PlayerData.java

6.22 di.uniba.map.b.adventure.impl.Music.Position Enum Reference

Public Attributes

- LEFT
- RIGHT
- NORMAL

6.22.1 Member Data Documentation

6.22.1.1 LEFT

```
di.uniba.map.b.adventure.impl.Music.Position.LEFT
```

6.22.1.2 NORMAL

```
di.uniba.map.b.adventure.impl.Music.Position.NORMAL
```

6.22.1.3 RIGHT

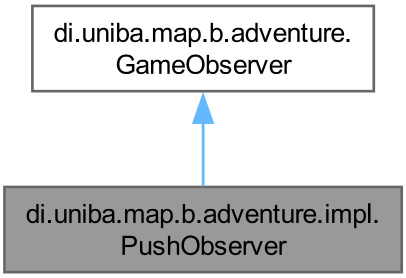
```
di.uniba.map.b.adventure.impl.Music.Position.RIGHT
```

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

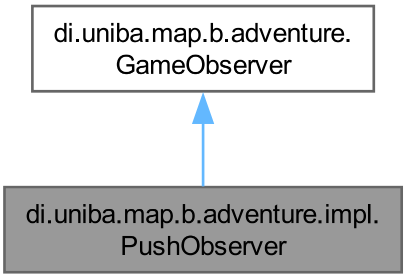
- impl/Music.java

6.23 di.uniba.map.b.adventure.impl.PushObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.PushObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.PushObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

Static Public Member Functions

- static boolean verify (final String input)

6.23.1 Detailed Description

Observer implementation for handling "push" commands within the game. This observer allows players to interact with objects that can be pushed, triggering specific game events or actions.

6.23.2 Member Function Documentation

6.23.2.1 update()

```
String di.uniba.map.b.adventure.impl.PushObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Processes a "push" command, performing actions based on the object being pushed. If the object is pushable, it triggers specific events such as activating a control panel or requiring further input from the player. Messages are generated to inform the player of the action's outcome or next steps.

Parameters

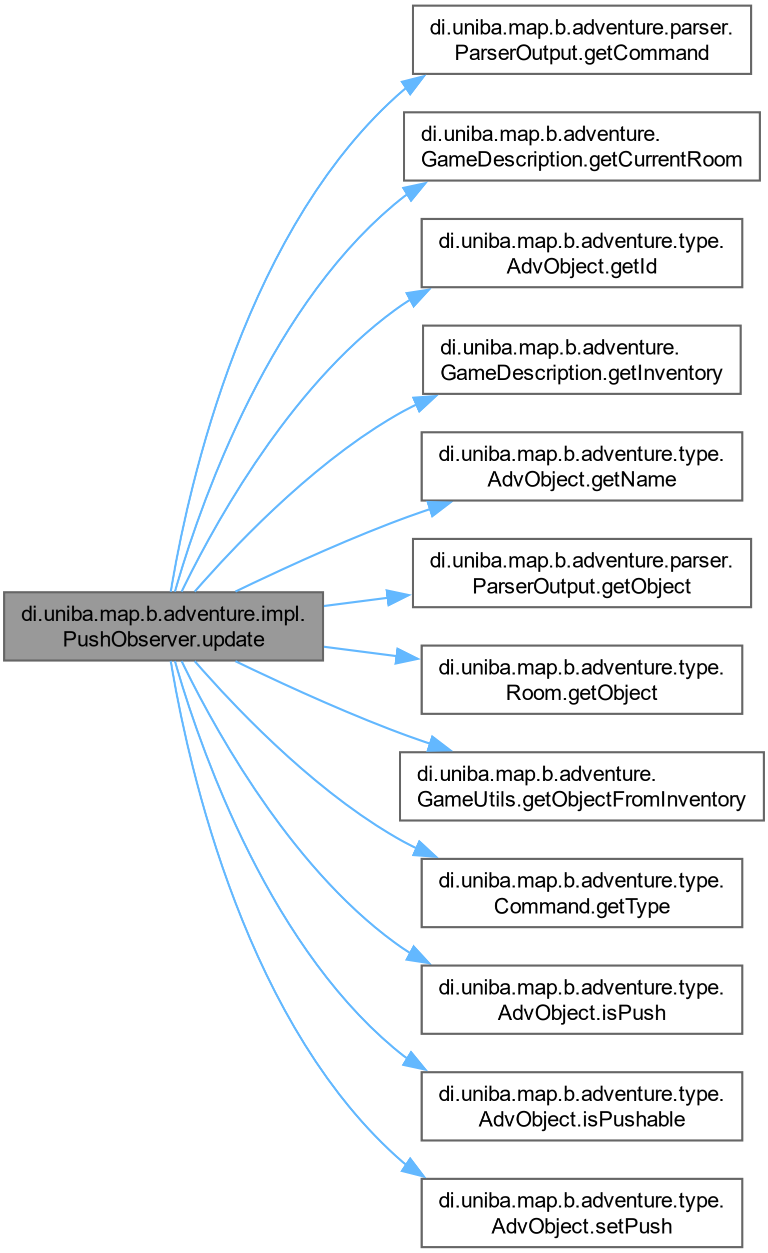
description	The current state of the game, including the player's current room and inventory.
parserOutput	The parsed output of the player's command, including the command type and targeted object.
window	The game window where output messages are displayed and interactive elements may be shown.

Returns

A string message indicating the outcome of the "push" command or further instructions for the player.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.type.
AdvObject.getId
di.uniba.map.b.adventure.
GameDescription.getInventory
di.uniba.map.b.adventure.type.
AdvObject.getName
di.uniba.map.b.adventure.parser.
ParserOutput.getObject
di.uniba.map.b.adventure.type.
Room.getObject
di.uniba.map.b.adventure.
GameUtils.getObjectFromInventory
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.type.
AdvObject.isPush
di.uniba.map.b.adventure.type.
AdvObject.isPushable
di.uniba.map.b.adventure.type.
AdvObject.setPush

6.23.2.2 verify()

```
static boolean di.uniba.map.b.adventure.impl.PushObserver.verify (
             final String input)  [static]
```

Verifies if the given input matches a specific pattern, typically used for validating codes or inputs in the game. This method is used to check if the player has entered a correct access code or similar input.

Parameters

input	The string input to be verified against the pattern.

Returns

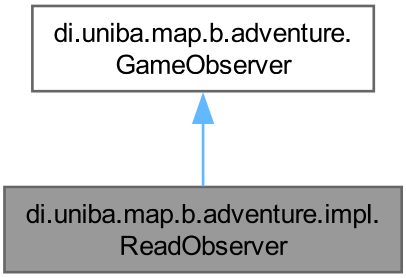
true if the input matches the pattern, false otherwise.

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

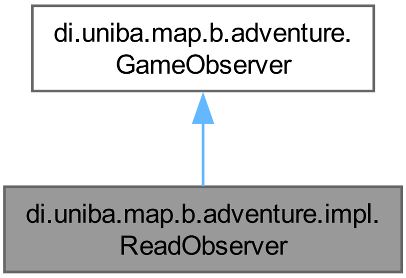
- impl/PushObserver.java

6.24 di.uniba.map.b.adventure.impl.ReadObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.ReadObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.ReadObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.24.1 Detailed Description

Observer implementation for handling "read" commands within the game. This observer allows players to read objects that contain readable content, such as maps or notes.

6.24.2 Member Function Documentation

6.24.2.1 update()

```
String di.uniba.map.b.adventure.impl.ReadObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Processes a "read" command, displaying the content of the readable object to the player. It checks if the object is in the player's inventory or in the current room and if it is readable. If the object is a map, it provides additional handling.

Parameters

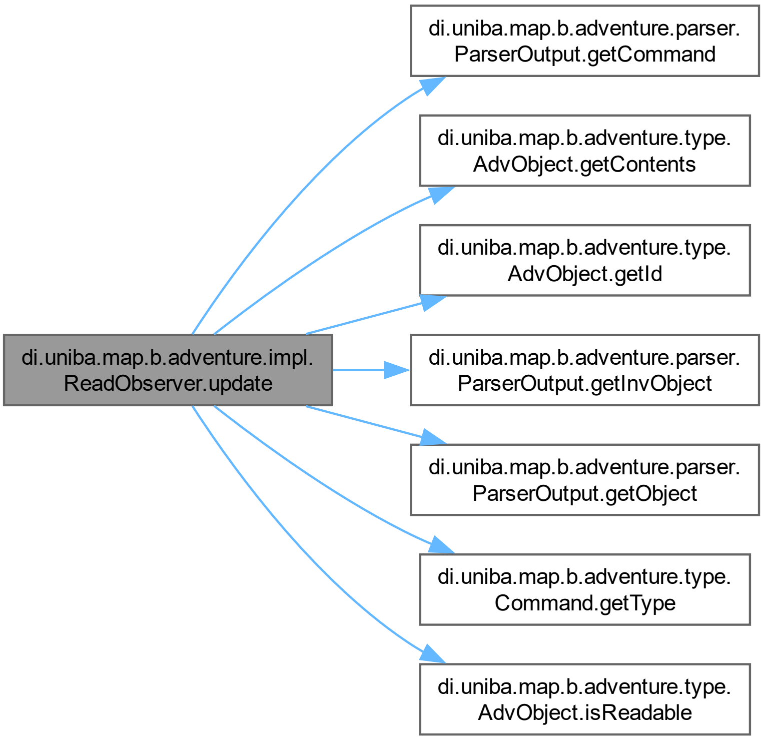
description	The current state of the game, including the player's current room and inventory.
parserOutput	The parsed output of the player's command, including the command type and targeted object.
window	The game window where output messages are displayed.

Returns

A string message indicating the outcome of the "read" command, such as the content of the object or an error message.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
ReadObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.type.
AdvObject.getContents
di.uniba.map.b.adventure.type.
AdvObject.getId
di.uniba.map.b.adventure.parser.
ParserOutput.getInvObject
di.uniba.map.b.adventure.parser.
ParserOutput.getObject
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.type.
AdvObject.isReadable

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

- impl/ReadObserver.java

6.25 di.uniba.map.b.adventure.impl.RESTClient Class Reference

Public Member Functions

- RESTClient ()
- void addPlayer (PlayerData player)
- String getLeaderboard ()

6.25.1 Detailed Description

A client for interacting with a RESTful service, specifically designed for managing a game's leaderboard. This client allows for adding player data to the leaderboard and retrieving the current leaderboard standings.

6.25.2 Constructor & Destructor Documentation

6.25.2.1 RESTClient()

```
di.uniba.map.b.adventure.impl.RESTClient.RESTClient ()
```

Constructs a new RESTClient instance, initializing the REST client, target URL, and Gson parser.

6.25.3 Member Function Documentation

6.25.3.1 addPlayer()

```
void di.uniba.map.b.adventure.impl.RESTClient.addPlayer (
            PlayerData player)
```

Adds a player's data to the leaderboard by sending a PUT request to the RESTful service. The player's data is serialized to JSON format before being sent.

Parameters

player	The player data to add to the leaderboard.

6.25.3.2 getLeaderboard()

```
String di.uniba.map.b.adventure.impl.RESTClient.getLeaderboard ()
```

Retrieves the current leaderboard standings by sending a GET request to the RESTful service. The response is deserialized from JSON format into a human-readable string.

Returns

A string representation of the leaderboard standings.

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

- impl/RESTClient.java

6.26 di.uniba.map.b.adventure.type.Room Class Reference

Public Member Functions

- Room (int id, GameDescription game)
- Room (int id, String name, String description, GameDescription game)
- String getName ()
- void setName (String name)
- String getDescription ()
- void setDescription (String description)
- boolean isVisible ()
- void setVisible (boolean visible)
- Room getSouth ()
- void setSouth (Room south)
- Room getNorth ()
- void setNorth (Room north)
- Room getEast ()
- void setEast (Room east)
- Room getWest ()
- void setWest (Room west)
- List< AdvObject > getObjects ()
- void addObject (AdvObject obj)
- int getId ()
- int hashCode ()
- boolean equals (Object obj)
- String getLook ()
- void setLook (String look)
- AdvObject getObject (int id)
- String getDynamicLook ()
- AdvObject getObjectByName (String name)
- boolean isMonsterAlive ()
- void setMonsterAlive (boolean alive)
- void removeObject (AdvObject object)
- String getDynamicLookmonster ()
- void setDynamicLook (String dynamicLook)

6.26.1 Detailed Description

Represents a room within the adventure game. A room can have various properties such as a name, description, visibility, connections to other rooms (north, south, east, west), and objects within it. Rooms can also contain a monster, and have dynamic descriptions based on game state.

6.26.2 Constructor & Destructor Documentation

6.26.2.1 Room() [1/2]

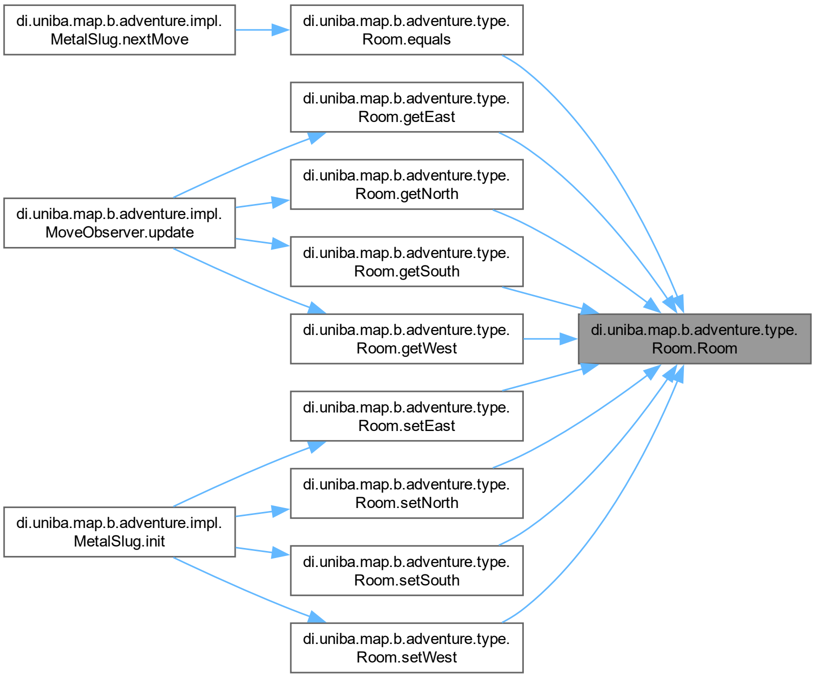
```
di.uniba.map.b.adventure.type.Room.Room (
                int id,
                GameDescription game)
```

Constructs a Room with a specified ID and a reference to the game description. This constructor initializes a room without a name or a static description.

Parameters

id	The unique identifier for the room.
game	The game description, providing access to global game state.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.type.
Room.equals
di.uniba.map.b.adventure.type.
Room.getEast
di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.type.
Room.getNorth
di.uniba.map.b.adventure.type.
Room.getSouth
di.uniba.map.b.adventure.type.
Room.getWest
di.uniba.map.b.adventure.type.
Room.Room
di.uniba.map.b.adventure.type.
Room.setEast
di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Room.setNorth
di.uniba.map.b.adventure.type.
Room.setSouth
di.uniba.map.b.adventure.type.
Room.setWest

6.26.2.2 Room() [2/2]

```
di.uniba.map.b.adventure.type.Room.Room (
              int id,
              String name,
              String description,
              GameDescription game)
```

Constructs a Room with a specified ID, name, description, and a reference to the game description.

Parameters

id	The unique identifier for the room.
name	The name of the room.
description	The static description of the room.
game	The game description, providing access to global game state.

6.26.3 Member Function Documentation

6.26.3.1 addObject()

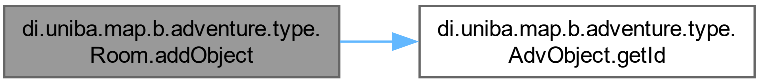
```
void di.uniba.map.b.adventure.type.Room.addObject (
             AdvObject obj)
```

Adds an object to the room. If the object's ID is not 6, it is added to the room's object list and the global game object list.

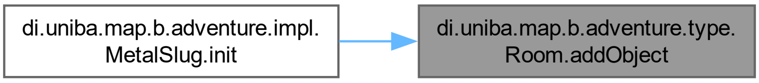
Parameters

obj	The object to add to the room.

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.addObject
di.uniba.map.b.adventure.type.
AdvObject.getId

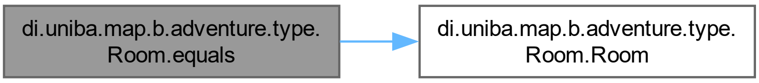
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Room.addObject

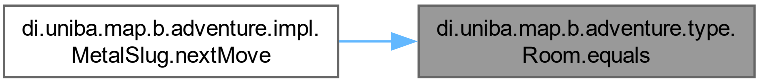
6.26.3.2 equals()

```
boolean di.uniba.map.b.adventure.type.Room.equals (
             Object obj)
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.equals
di.uniba.map.b.adventure.type.
Room.Room

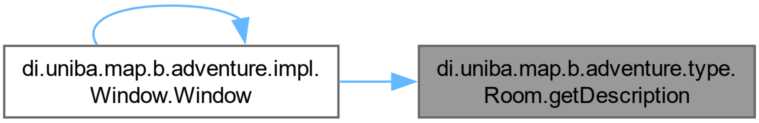
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.type.
Room.equals

6.26.3.3 getDescription()

```
String di.uniba.map.b.adventure.type.Room.getDescription ()
```

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.type.
Room.getDescription

6.26.3.4 getDynamicLook()

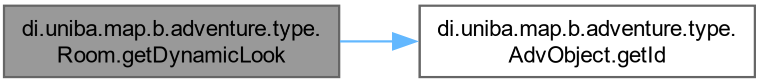
```
String di.uniba.map.b.adventure.type.Room.getDynamicLook ()
```

Generates a dynamic description of the room, including details about objects and their states. For example, if a reinforced door object (ID 9) is open, this is reflected in the description.

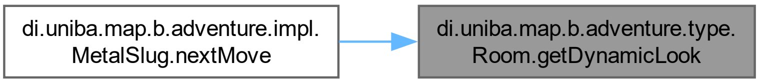
Returns

A string representing the dynamic look of the room.

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.getDynamicLook
di.uniba.map.b.adventure.type.
AdvObject.getId

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.type.
Room.getDynamicLook

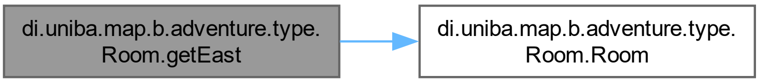
6.26.3.5 getDynamicLookmonster()

```
String di.uniba.map.b.adventure.type.Room.getDynamicLookmonster ()
```

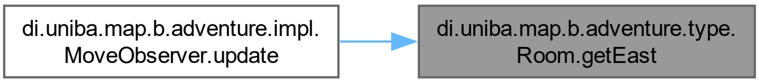
6.26.3.6 getEast()

```
Room di.uniba.map.b.adventure.type.Room.getEast ()
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.getEast
di.uniba.map.b.adventure.type.
Room.Room

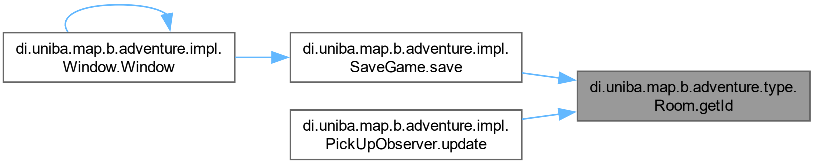
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.type.
Room.getEast

6.26.3.7 getId()

```
int di.uniba.map.b.adventure.type.Room.getId ()
```

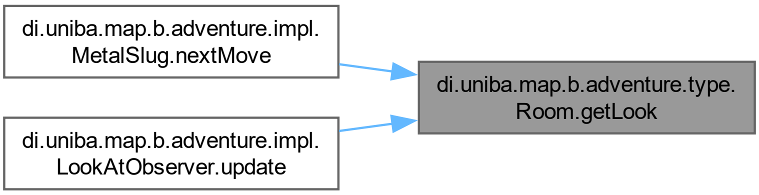
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.impl.
SaveGame.save
di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.type.
Room.getId

6.26.3.8 getLook()

```
String di.uniba.map.b.adventure.type.Room.getLook ()
```

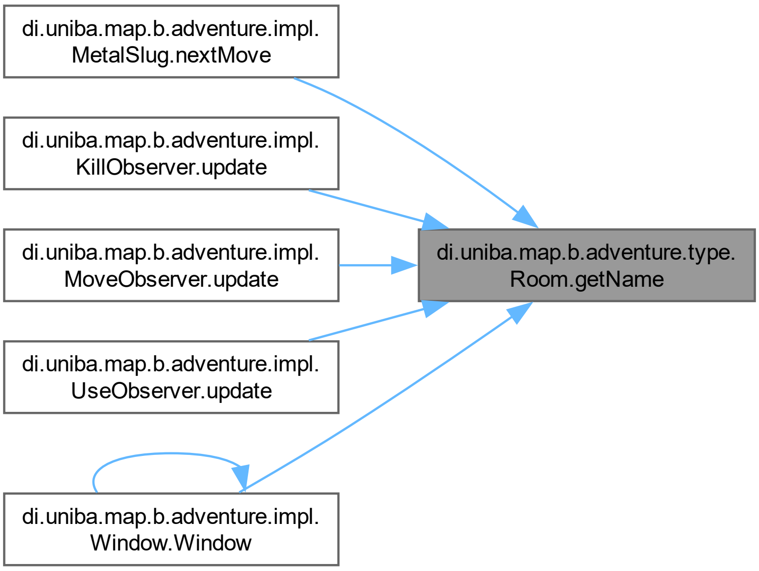
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
LookAtObserver.update
di.uniba.map.b.adventure.type.
Room.getLook

6.26.3.9 getName()

```
String di.uniba.map.b.adventure.type.Room.getName ()
```

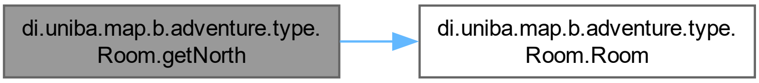
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.type.
Room.getName

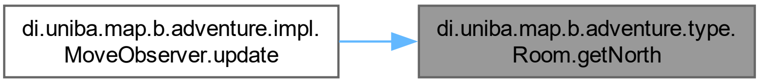
6.26.3.10 getNorth()

```
Room di.uniba.map.b.adventure.type.Room.getNorth ()
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.getNorth
di.uniba.map.b.adventure.type.
Room.Room

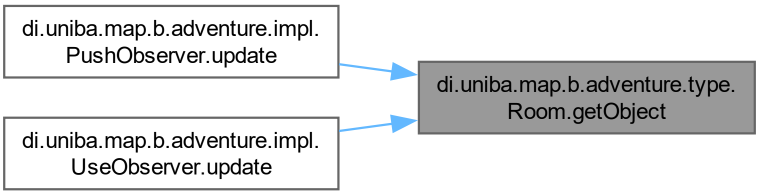
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.type.
Room.getNorth

6.26.3.11 getObject()

```
AdvObject di.uniba.map.b.adventure.type.Room.getObject (
             int id)
```

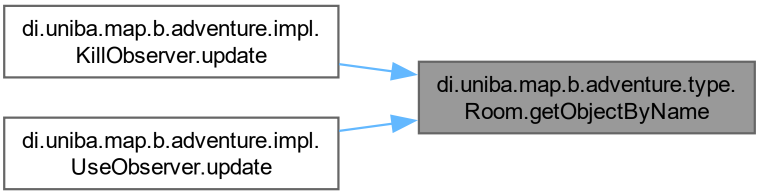
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
PushObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.type.
Room.getObject

6.26.3.12 getObjectByName()

```
AdvObject di.uniba.map.b.adventure.type.Room.getObjectByName (
             String name)
```

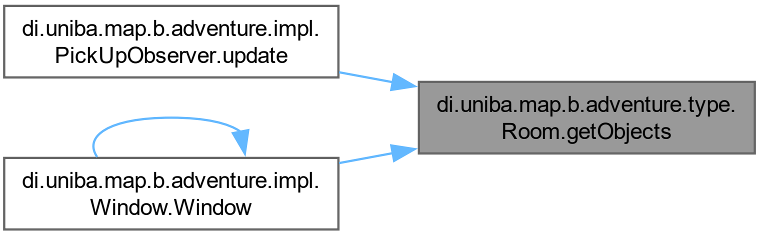
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.type.
Room.getObjectByName

6.26.3.13 getObjects()

```
List< AdvObject > di.uniba.map.b.adventure.type.Room.getObjects ()
```

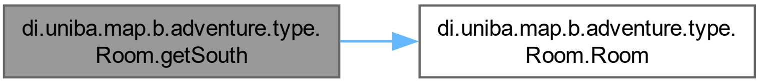
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.type.
Room.getObjects

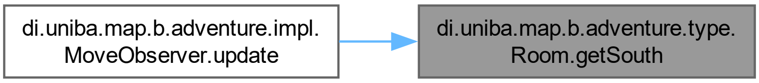
6.26.3.14 getSouth()

```
Room di.uniba.map.b.adventure.type.Room.getSouth ()
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.getSouth
di.uniba.map.b.adventure.type.
Room.Room

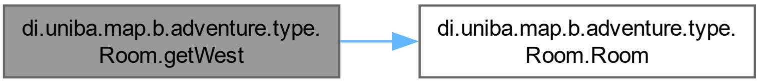
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.type.
Room.getSouth

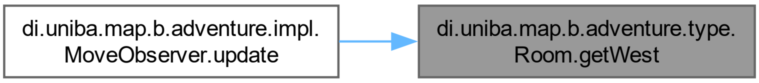
6.26.3.15 getWest()

```
Room di.uniba.map.b.adventure.type.Room.getWest ()
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.getWest
di.uniba.map.b.adventure.type.
Room.Room

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.type.
Room.getWest

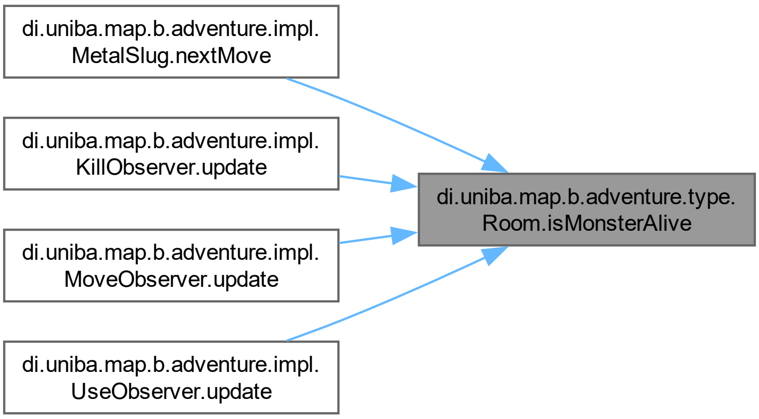
6.26.3.16 hashCode()

```
int di.uniba.map.b.adventure.type.Room.hashCode ()
```

6.26.3.17 isMonsterAlive()

```
boolean di.uniba.map.b.adventure.type.Room.isMonsterAlive ()
```

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.impl.
MoveObserver.update
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.type.
Room.isMonsterAlive

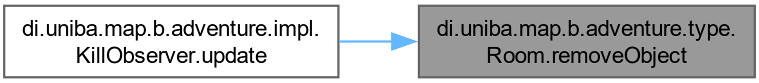
6.26.3.18 isVisible()

```
boolean di.uniba.map.b.adventure.type.Room.isVisible ()
```

6.26.3.19 removeObject()

```
void di.uniba.map.b.adventure.type.Room.removeObject (
            AdvObject object)
```

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.type.
Room.removeObject

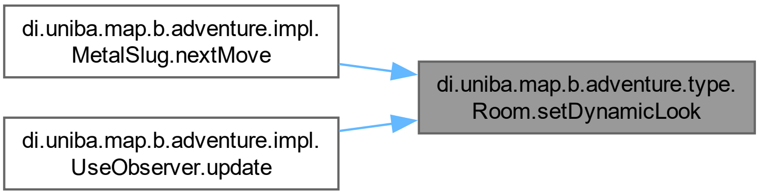
6.26.3.20 setDescription()

```
void di.uniba.map.b.adventure.type.Room.setDescription (
            String description)
```

6.26.3.21 setDynamicLook()

```
void di.uniba.map.b.adventure.type.Room.setDynamicLook (
            String dynamicLook)
```

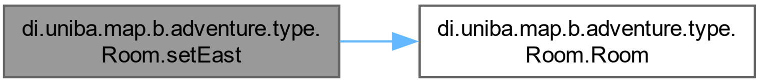
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.type.
Room.setDynamicLook

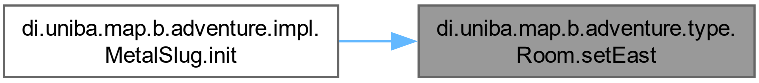
6.26.3.22 setEast()

```
void di.uniba.map.b.adventure.type.Room.setEast (
             Room east)
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.setEast
di.uniba.map.b.adventure.type.
Room.Room

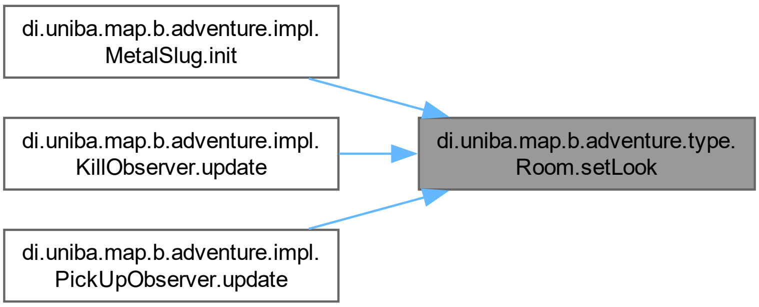
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Room.setEast

6.26.3.23 setLook()

```
void di.uniba.map.b.adventure.type.Room.setLook (
             String look)
```

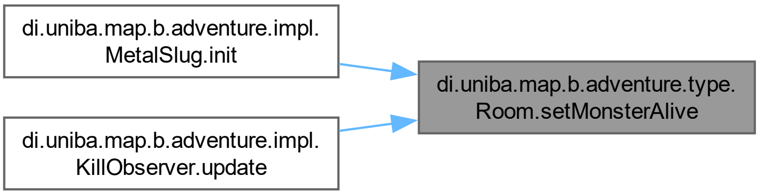
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.impl.
PickUpObserver.update
di.uniba.map.b.adventure.type.
Room.setLook

6.26.3.24 setMonsterAlive()

```
void di.uniba.map.b.adventure.type.Room.setMonsterAlive (
             boolean alive)
```

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.impl.
KillObserver.update
di.uniba.map.b.adventure.type.
Room.setMonsterAlive

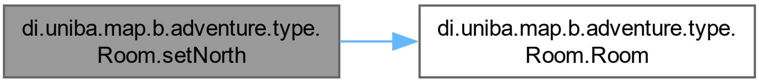
6.26.3.25 setName()

```
void di.uniba.map.b.adventure.type.Room.setName (
             String name)
```

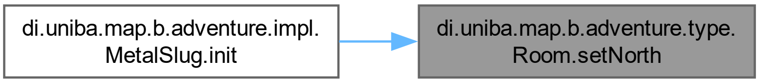
6.26.3.26 setNorth()

```
void di.uniba.map.b.adventure.type.Room.setNorth (
             Room north)
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.setNorth
di.uniba.map.b.adventure.type.
Room.Room

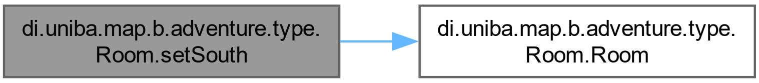
Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Room.setNorth

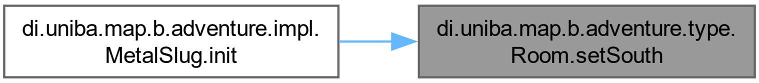
6.26.3.27 setSouth()

```
void di.uniba.map.b.adventure.type.Room.setSouth (
            Room south)
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.setSouth
di.uniba.map.b.adventure.type.
Room.Room

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Room.setSouth

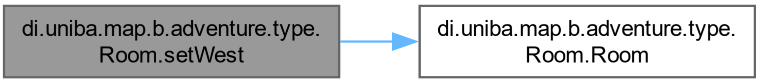
6.26.3.28 setVisible()

```
void di.uniba.map.b.adventure.type.Room.setVisible (
            boolean visible)
```

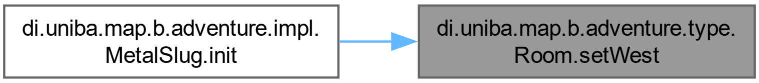
6.26.3.29 setWest()

```
void di.uniba.map.b.adventure.type.Room.setWest (
            Room west)
```

Here is the call graph for this function:


di.uniba.map.b.adventure.type.
Room.setWest
di.uniba.map.b.adventure.type.
Room.Room

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.init
di.uniba.map.b.adventure.type.
Room.setWest

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

- type/Room.java

6.27 di.uniba.map.b.adventure.impl.SaveGame Class Reference

Static Public Member Functions

- static void save (Room currentRoom, List< AdvObject > inventory, String gameName, int elapsedSeconds, boolean monsterAlive, boolean isDoorOpen)
- static boolean gameExists (String gameName)
- static Map< String, Object > load (String gameName)

6.27.1 Detailed Description

Provides functionality to save and load game states to and from a file. This class includes methods to save the current game state, check if a game save exists, and load a game state from a file.

6.27.2 Member Function Documentation

6.27.2.1 gameExists()

```
static boolean di.uniba.map.b.adventure.impl.SaveGame.gameExists (
            String gameName)  [static]
```

Checks if a game save with the specified name already exists in the file.

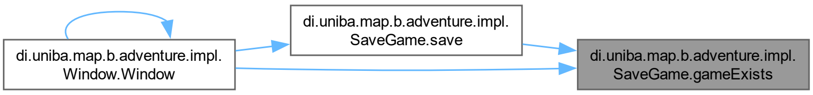
Parameters

gameName	The name of the game to check.

Returns

true if the game exists, false otherwise.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.impl.
SaveGame.save
di.uniba.map.b.adventure.impl.
SaveGame.gameExists

6.27.2.2 load()

```
static Map< String, Object > di.uniba.map.b.adventure.impl.SaveGame.load (
            String gameName)  [static]
```

Loads the game state from a file based on the specified game name. This method reads the file and constructs a map containing the game state, including elapsed seconds, current room, monster alive status, door open status, and player inventory.

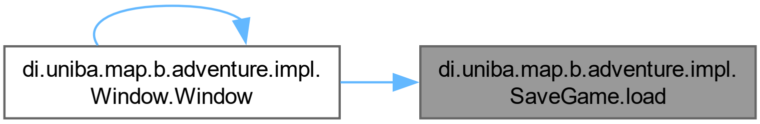
Parameters

gameName	The name of the game to load.

Returns

A map containing the loaded game state.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.impl.
SaveGame.load

6.27.2.3 save()

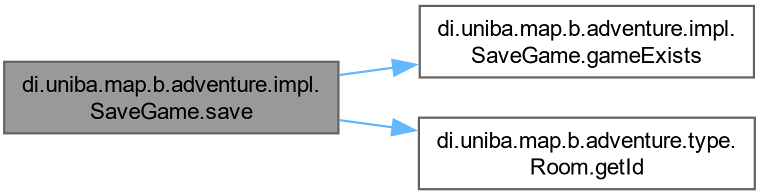
```
static void di.uniba.map.b.adventure.impl.SaveGame.save (
            Room currentRoom,
            List< AdvObject > inventory,
            String gameName,
            int elapsedSeconds,
            boolean monsterAlive,
            boolean isDoorOpen)  [static]
```

Saves the current game state to a file. This includes the current room, player inventory, game name, elapsed time, monster alive status, and door open status. If a game with the same name already exists, the save is aborted.

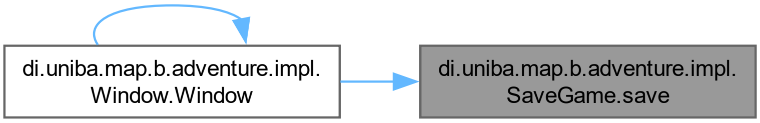
Parameters

currentRoom	The current room the player is in.
inventory	The current inventory of the player.
gameName	The name of the game save.
elapsedSeconds	The elapsed time in seconds since the game started.
monsterAlive	The alive status of the monster.
isDoorOpen	The open status of the door.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
SaveGame.save
di.uniba.map.b.adventure.impl.
SaveGame.gameExists
di.uniba.map.b.adventure.type.
Room.getId

Here is the caller graph for this function:

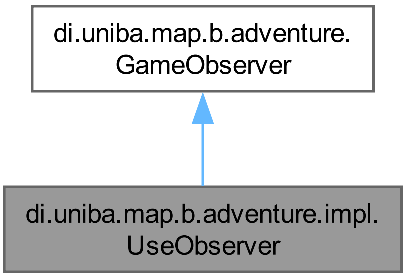

di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.impl.
SaveGame.save

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

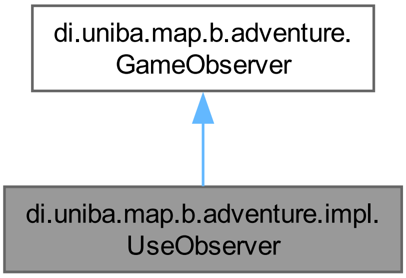
- impl/SaveGame.java

6.28 di.uniba.map.b.adventure.impl.UseObserver Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.UseObserver:



Collaboration diagram for di.uniba.map.b.adventure.impl.UseObserver:



Public Member Functions

- String update (GameDescription description, ParserOutput parserOutput, Window window)

6.28.1 Detailed Description

Observer implementation for handling "use" commands within the game. This observer allows players to interact with objects by using them, triggering specific game events or actions.

6.28.2 Member Function Documentation

6.28.2.1 update()

```
String di.uniba.map.b.adventure.impl.UseObserver.update (
            GameDescription description,
            ParserOutput parserOutput,
            Window window)
```

Updates the game state based on the player's input. This observer handles the "use" command, allowing players to interact with objects by using them.

Parameters

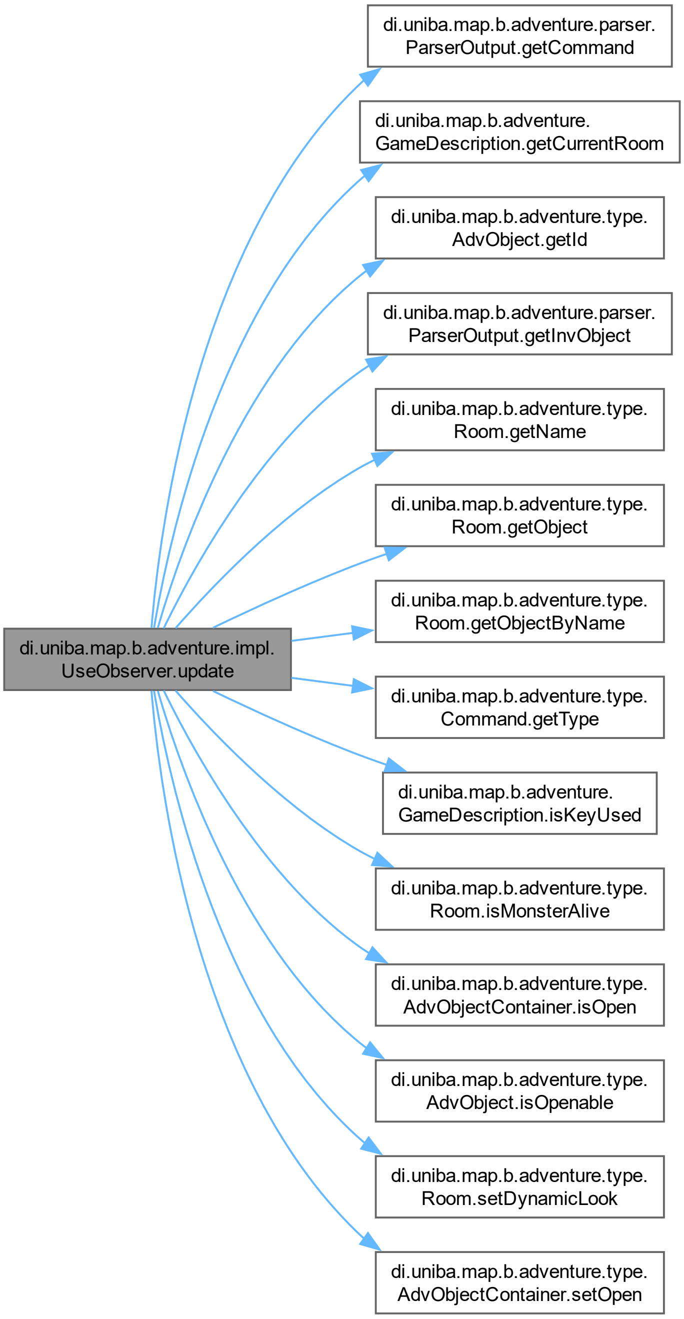
description	The current game description.
parserOutput	The output of the parser, containing the command and the objects involved.
window	The game window.

Returns

A message describing the result of the interaction.

Implements di.uniba.map.b.adventure.GameObserver.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
UseObserver.update
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.type.
AdvObject.getId
di.uniba.map.b.adventure.parser.
ParserOutput.getInvObject
di.uniba.map.b.adventure.type.
Room.getName
di.uniba.map.b.adventure.type.
Room.getObject
di.uniba.map.b.adventure.type.
Room.getObjectByName
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.
GameDescription.isKeyUsed
di.uniba.map.b.adventure.type.
Room.isMonsterAlive
di.uniba.map.b.adventure.type.
AdvObjectContainer.isOpen
di.uniba.map.b.adventure.type.
AdvObject.isOpenable
di.uniba.map.b.adventure.type.
Room.setDynamicLook
di.uniba.map.b.adventure.type.
AdvObjectContainer.setOpen

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

- impl/UseObserver.java

6.29 di.uniba.map.b.adventure.Utils Class Reference

Static Public Member Functions

- static Set< String > loadFileListInSet (File file) throws IOException
- static List< String > parseString (String string, Set< String > stopwords)

6.29.1 Detailed Description

Utility class providing static methods for common operations such as loading a list of strings from a file into a set and parsing strings into a list of tokens.

6.29.2 Member Function Documentation

6.29.2.1 loadFileListInSet()

```
static Set< String > di.uniba.map.b.adventure.Utils.loadFileListInSet (
             File file) throws IOException  [static]
```

Loads each line from a specified file into a `Set` of strings. This method is useful for loading data where each line represents a unique entry, such as a list of stopwords.

Parameters

file	The file to read from.

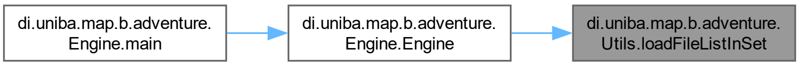
Returns

A `Set` containing all lines from the file, trimmed and converted to lowercase.

Exceptions

IOException	If an I/O error occurs reading from the file.

Here is the caller graph for this function:


di.uniba.map.b.adventure.
Engine.main
di.uniba.map.b.adventure.
Engine.Engine
di.uniba.map.b.adventure.
Utils.loadFileListInSet

6.29.2.2 parseString()

```
static List< String > di.uniba.map.b.adventure.Utils.parseString (
             String string,
             Set< String > stopwords)  [static]
```

Parses a given string into a list of tokens (words), excluding any tokens that are contained in a provided set of stopwords. This method is useful for text processing tasks such as tokenization.

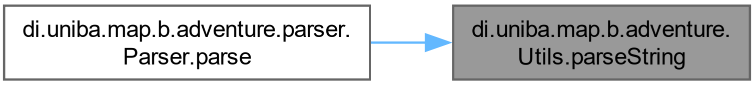
Parameters

string	The string to parse.
stopwords	A `Set` of stopwords to exclude from the resulting list of tokens.

Returns

A `List` of tokens derived from the input string, excluding any stopwords.

Here is the caller graph for this function:

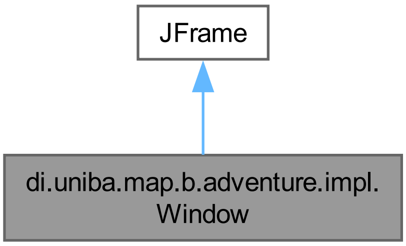


The documentation for this class was generated from the following file:

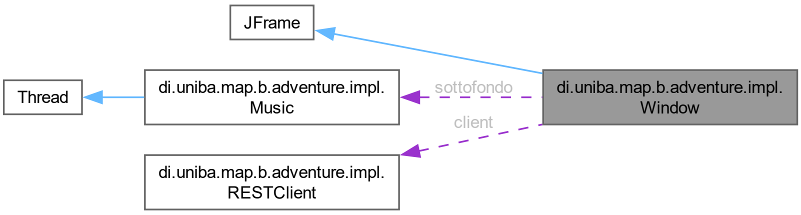
- Utils.java

6.30 di.uniba.map.b.adventure.impl.Window Class Reference

Inheritance diagram for di.uniba.map.b.adventure.impl.Window:



Collaboration diagram for di.uniba.map.b.adventure.impl.Window:


JFrame
Thread
di.uniba.map.b.adventure.impl.
Music
sottofondo
di.uniba.map.b.adventure.impl.
Window
client
di.uniba.map.b.adventure.impl.
RESTClient

Public Member Functions

- Window (GameDescription game, Parser parser)
- void showStartDescription (String startDescription)
- void showRoomName (String roomName)
- void showRoomDescription (String roomDescription)
- void showMessage (String message)
- void showLeaderBoard ()
- String getInsertText ()

6.30.1 Detailed Description

The main window for the adventure game, providing the graphical user interface. This class extends JFrame, incorporating various UI components to interact with the game.

6.30.2 Constructor & Destructor Documentation

6.30.2.1 Window()

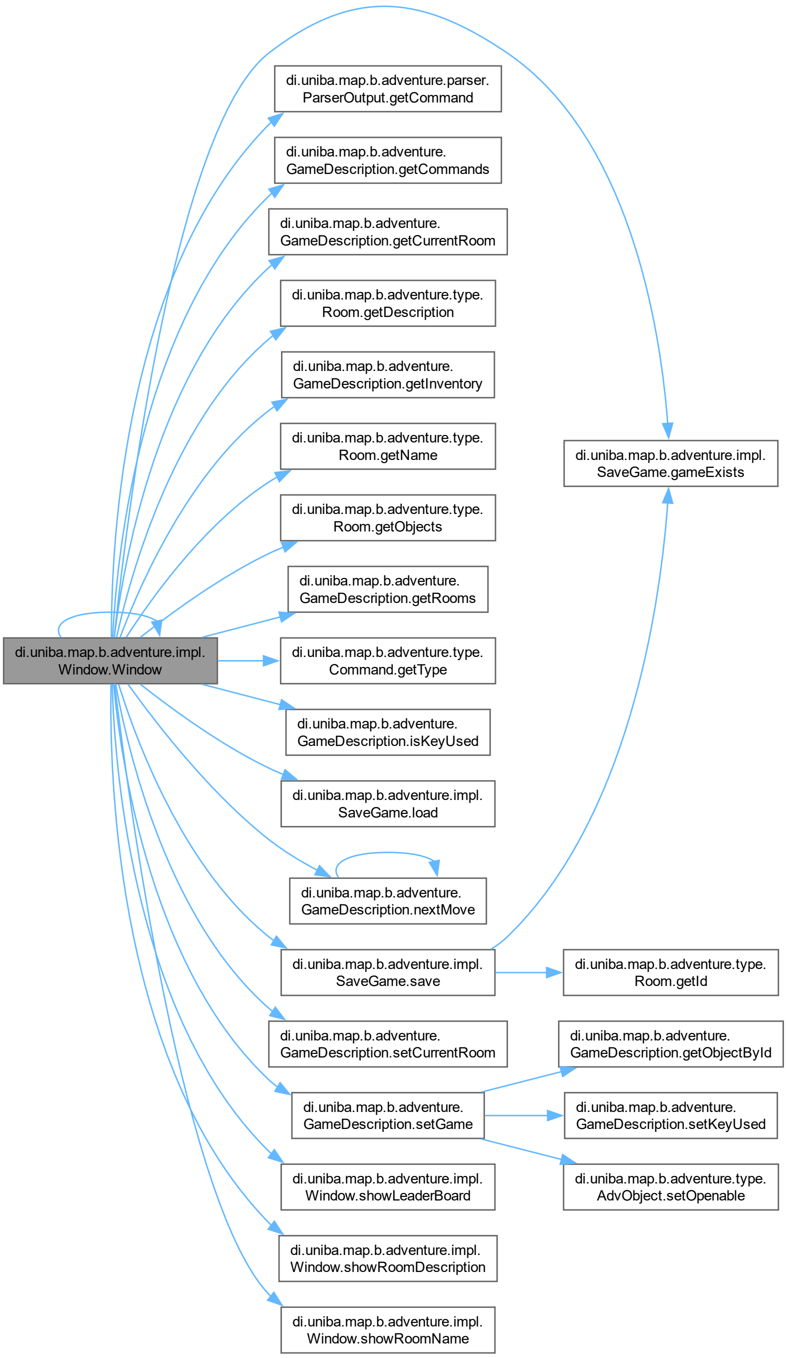
```
di.uniba.map.b.adventure.impl.Window.Window (
            GameDescription game,
            Parser parser)
```

Constructs the main game window, initializing UI components and setting up event listeners.

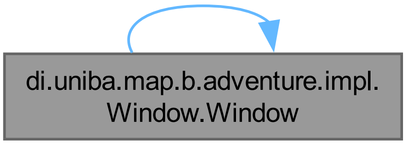
Parameters

game	The game description, containing the state and logic of the adventure game.
parser	The parser used to interpret player commands.

Here is the call graph for this function:


di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.parser.
ParserOutput.getCommand
di.uniba.map.b.adventure.
GameDescription.getCommands
di.uniba.map.b.adventure.
GameDescription.getCurrentRoom
di.uniba.map.b.adventure.type.
Room.getDescription
di.uniba.map.b.adventure.
GameDescription.getInventory
di.uniba.map.b.adventure.type.
Room.getName
di.uniba.map.b.adventure.type.
Room.getObjects
di.uniba.map.b.adventure.
GameDescription.getRooms
di.uniba.map.b.adventure.type.
Command.getType
di.uniba.map.b.adventure.
GameDescription.isKeyUsed
di.uniba.map.b.adventure.impl.
SaveGame.load
di.uniba.map.b.adventure.
GameDescription.nextMove
di.uniba.map.b.adventure.impl.
SaveGame.save
di.uniba.map.b.adventure.
GameDescription.setCurrentRoom
di.uniba.map.b.adventure.
GameDescription.setGame
di.uniba.map.b.adventure.impl.
Window.showLeaderBoard
di.uniba.map.b.adventure.impl.
Window.showRoomDescription
di.uniba.map.b.adventure.impl.
Window.showRoomName
di.uniba.map.b.adventure.impl.
SaveGame.gameExists
di.uniba.map.b.adventure.type.
Room.getId
di.uniba.map.b.adventure.
GameDescription.getObjectById
di.uniba.map.b.adventure.
GameDescription.setKeyUsed
di.uniba.map.b.adventure.type.
AdvObject.setOpenable

Here is the caller graph for this function:



6.30.3 Member Function Documentation

6.30.3.1 getInsertText()

```
String di.uniba.map.b.adventure.impl.Window.getInsertText ()
```

Retrieves the text currently inserted by the player.

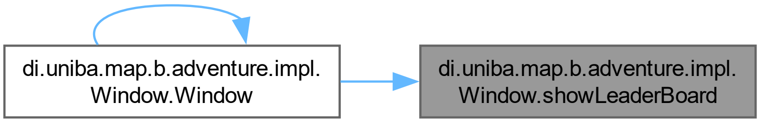
Returns

The text inserted by the player.

6.30.3.2 showLeaderBoard()

```
void di.uniba.map.b.adventure.impl.Window.showLeaderBoard ()
```

Fetches and displays the leaderboard from a RESTful service. Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.impl.
Window.showLeaderBoard

6.30.3.3 showMessage()

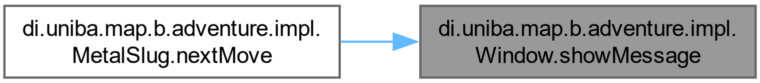
```
void di.uniba.map.b.adventure.impl.Window.showMessage (
            String message)
```

Displays a message in a text area, typically used for feedback or game instructions.

Parameters

message	The message to display.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
Window.showMessage

6.30.3.4 showRoomDescription()

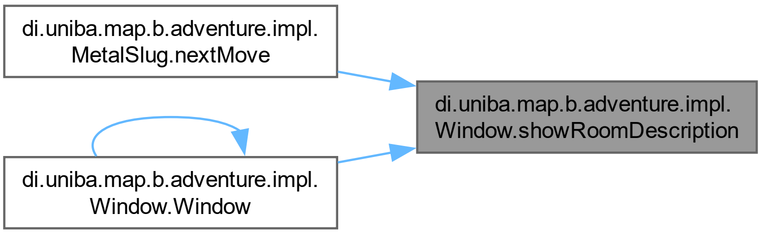
```
void di.uniba.map.b.adventure.impl.Window.showRoomDescription (
             String roomDescription)
```

Updates and displays the description of the current room in a text area.

Parameters

roomDescription	The description of the current room.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
Window.Window
di.uniba.map.b.adventure.impl.
Window.showRoomDescription

6.30.3.5 showRoomName()

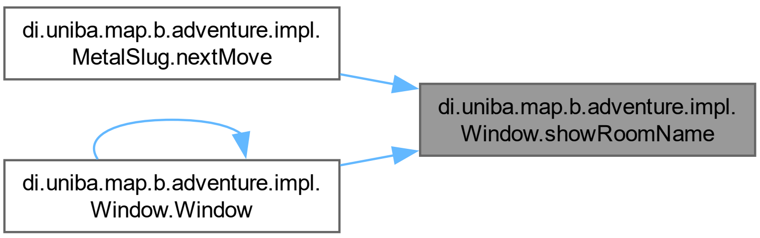
```
void di.uniba.map.b.adventure.impl.Window.showRoomName (
             String roomName)
```

Updates and displays the name of the current room in a text area.

Parameters

roomName	The name of the current room.

Here is the caller graph for this function:


di.uniba.map.b.adventure.impl.
MetalSlug.nextMove
di.uniba.map.b.adventure.impl.
Window.showRoomName
di.uniba.map.b.adventure.impl.
Window.Window

6.30.3.6 showStartDescription()

```
void di.uniba.map.b.adventure.impl.Window.showStartDescription (
             String startDescription)
```

Displays the starting description of the game in a text area.

Parameters

startDescription	The starting description text.

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

- impl/Window.java

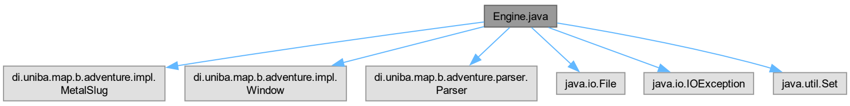
Chapter 7

File Documentation

7.1 Engine.java File Reference

```
import di.uniba.map.b.adventure.impl.MetalSlug;
import di.uniba.map.b.adventure.impl.Window;
import di.uniba.map.b.adventure.parser.Parser;
import java.io.File;
import java.io.IOException;
import java.util.Set;
```

Include dependency graph for Engine.java:


Engine.java
di.uniba.map.b.adventure.impl.
MetalSlug
di.uniba.map.b.adventure.impl.
Window
di.uniba.map.b.adventure.parser.
Parser
java.io.File
java.io.IOException
java.util.Set

Classes

- class di.uniba.map.b.adventure.Engine

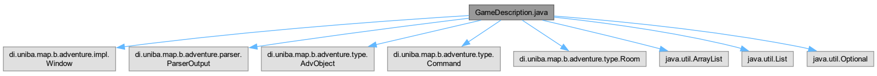
Packages

- package di.uniba.map.b.adventure

7.2 GameDescription.java File Reference

```
import di.uniba.map.b.adventure.impl.Window;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.Command;
import di.uniba.map.b.adventure.type.Room;
import java.util.ArrayList;
import java.util.List;
import java.util.Optional;
```

Include dependency graph for GameDescription.java:


GameDescription.java
di.uniba.map.b.adventure.impl.
Window
di.uniba.map.b.adventure.parser.
ParserOutput
di.uniba.map.b.adventure.type.
AdvObject
di.uniba.map.b.adventure.type.
Command
di.uniba.map.b.adventure.type.Room
java.util.ArrayList
java.util.List
java.util.Optional

Classes

- class di.uniba.map.b.adventure.GameDescription

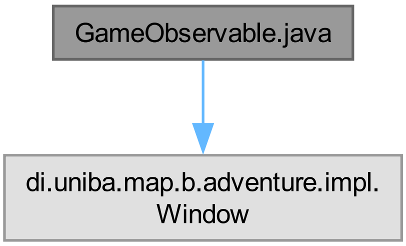
Packages

- package di.uniba.map.b.adventure

7.3 GameObservable.java File Reference

```
import di.uniba.map.b.adventure.impl.Window;
```

Include dependency graph for GameObservable.java:



Classes

- interface di.uniba.map.b.adventure.GameObservable

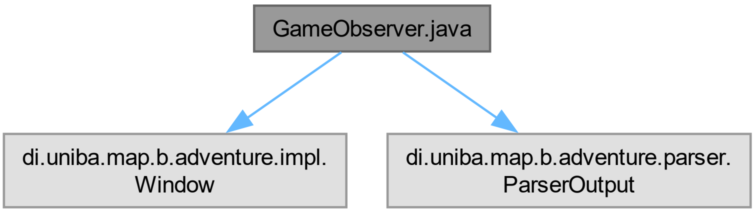
Packages

- package di.uniba.map.b.adventure

7.4 GameObserver.java File Reference

```
import di.uniba.map.b.adventure.impl.Window;
import di.uniba.map.b.adventure.parser.ParserOutput;
```

Include dependency graph for GameObserver.java:


GameObserver.java
di.uniba.map.b.adventure.impl.
Window
di.uniba.map.b.adventure.parser.
ParserOutput

Classes

- interface di.uniba.map.b.adventure.GameObserver

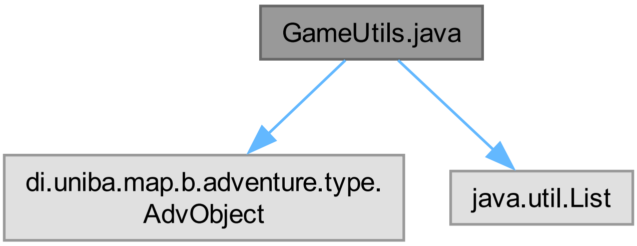
Packages

- package di.uniba.map.b.adventure

7.5 GameUtils.java File Reference

```
import di.uniba.map.b.adventure.type.AdvObject;
import java.util.List;
```

Include dependency graph for GameUtils.java:



Classes

- class di.uniba.map.b.adventure.GameUtils

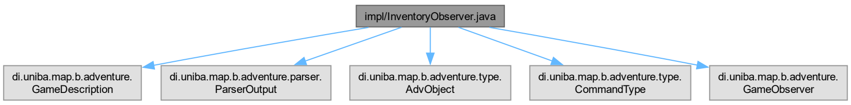
Packages

- package di.uniba.map.b.adventure

7.6 impl/InventoryObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.GameObserver;
```

Include dependency graph for InventoryObserver.java:


impl/InventoryObserver.java
di.uniba.map.b.adventure. GameDescription
di.uniba.map.b.adventure.parser. ParserOutput
di.uniba.map.b.adventure.type. AdvObject
di.uniba.map.b.adventure.type. CommandType
di.uniba.map.b.adventure. GameObserver

Classes

- class di.uniba.map.b.adventure.impl.InventoryObserver

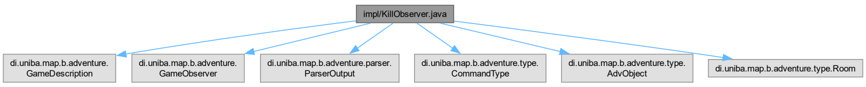
Packages

- package di.uniba.map.b.adventure.impl

7.7 impl/KillObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.GameObserver;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.Room;
```

Include dependency graph for KillObserver.java:


impl/KillObserver.java
di.uniba.map.b.adventure. GameDescription
di.uniba.map.b.adventure. GameObserver
di.uniba.map.b.adventure.parser. ParserOutput
di.uniba.map.b.adventure.type. CommandType
di.uniba.map.b.adventure.type. AdvObject
di.uniba.map.b.adventure.type.Room

Classes

- class di.uniba.map.b.adventure.impl.KillObserver

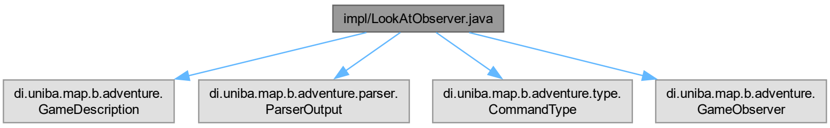
Packages

- package di.uniba.map.b.adventure.impl

7.8 impl/LookAtObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.GameObserver;
```

Include dependency graph for LookAtObserver.java:


impl/LookAtObserver.java
di.uniba.map.b.adventure.
GameDescription
di.uniba.map.b.adventure.parser.
ParserOutput
di.uniba.map.b.adventure.type.
CommandType
di.uniba.map.b.adventure.
GameObserver

Classes

- class di.uniba.map.b.adventure.impl.LookAtObserver

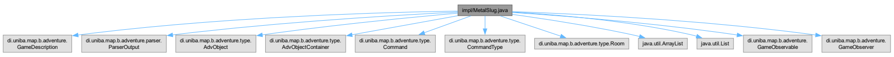
Packages

- package di.uniba.map.b.adventure.impl

7.9 impl/MetalSlug.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.AdvObjectContainer;
import di.uniba.map.b.adventure.type.Command;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.type.Room;
import java.util.ArrayList;
import java.util.List;
import di.uniba.map.b.adventure.GameObservable;
import di.uniba.map.b.adventure.GameObserver;
```

Include dependency graph for MetalSlug.java:


impl/MetalSlug.java
di.uniba.map.b.adventure.
GameDescription
di.uniba.map.b.adventure.parser.
ParserOutput
di.uniba.map.b.adventure.type.
AdvObject
di.uniba.map.b.adventure.type.
AdvObjectContainer
di.uniba.map.b.adventure.type.
Command
di.uniba.map.b.adventure.type.
CommandType
di.uniba.map.b.adventure.type.Room
java.util.ArrayList
java.util.List
di.uniba.map.b.adventure.
GameObservable
di.uniba.map.b.adventure.
GameObserver

Classes

- class di.uniba.map.b.adventure.impl.MetalSlug

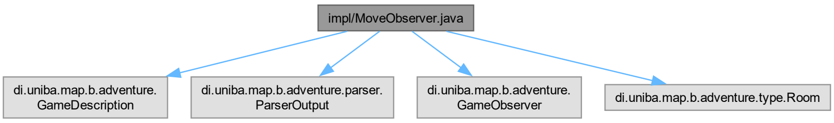
Packages

- package di.uniba.map.b.adventure.impl

7.10 impl/MoveObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.GameObserver;
import di.uniba.map.b.adventure.type.Room;
```

Include dependency graph for MoveObserver.java:


impl/MoveObserver.java
di.uniba.map.b.adventure.GameDescription
di.uniba.map.b.adventure.parser.ParserOutput
di.uniba.map.b.adventure.GameObserver
di.uniba.map.b.adventure.type.Room

Classes

- class di.uniba.map.b.adventure.impl.MoveObserver

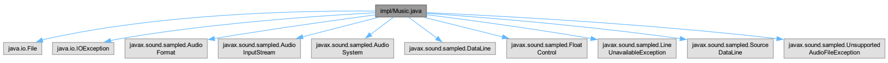
Packages

- package di.uniba.map.b.adventure.impl

7.11 impl/Music.java File Reference

```
import java.io.File;
import java.io.IOException;
import javax.sound.sampled.AudioFormat;
import javax.sound.sampled.AudioInputStream;
import javax.sound.sampled.AudioSystem;
import javax.sound.sampled.DataLine;
import javax.sound.sampled.FloatControl;
import javax.sound.sampled.LineUnavailableException;
import javax.sound.sampled.SourceDataLine;
import javax.sound.sampled.UnsupportedAudioFileException;
```

Include dependency graph for Music.java:


impl/Music.java
java.io.File
java.io.IOException
javax.sound.sampled.AudioFormat
javax.sound.sampled.AudioInputStream
javax.sound.sampled.AudioSystem
javax.sound.sampled.DataLine
javax.sound.sampled.FloatControl
javax.sound.sampled.LineUnavailableException
javax.sound.sampled.SourceDataLine
javax.sound.sampled.UnsupportedAudioFileException

Classes

- class di.uniba.map.b.adventure.impl.Music
- enum di.uniba.map.b.adventure.impl.Music.Position

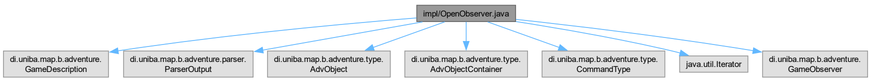
Packages

- package di.uniba.map.b.adventure.impl

7.12 impl/OpenObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.AdvObjectContainer;
import di.uniba.map.b.adventure.type.CommandType;
import java.util.Iterator;
import di.uniba.map.b.adventure.GameObserver;
```

Include dependency graph for OpenObserver.java:


impl/OpenObserver.java
di.uniba.map.b.adventure.GameDescription
di.uniba.map.b.adventure.parser.ParserOutput
di.uniba.map.b.adventure.type.AdvObject
di.uniba.map.b.adventure.type.AdvObjectContainer
di.uniba.map.b.adventure.type.CommandType
java.util.Iterator
di.uniba.map.b.adventure.GameObserver

Classes

- class di.uniba.map.b.adventure.impl.OpenObserver

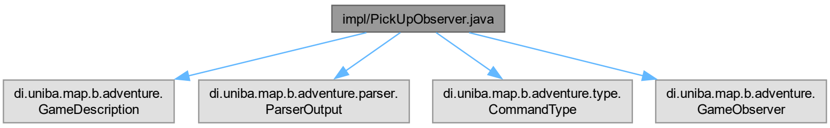
Packages

- package di.uniba.map.b.adventure.impl

7.13 impl/PickUpObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.GameObserver;
```

Include dependency graph for PickUpObserver.java:


impl/PickUpObserver.java
di.uniba.map.b.adventure.GameDescription
di.uniba.map.b.adventure.parser.ParserOutput
di.uniba.map.b.adventure.type.CommandType
di.uniba.map.b.adventure.GameObserver

Classes

- class di.uniba.map.b.adventure.impl.PickUpObserver

Packages

- package di.uniba.map.b.adventure.impl

7.14 impl/PlayerData.java File Reference

Classes

- class di.uniba.map.b.adventure.impl.PlayerData

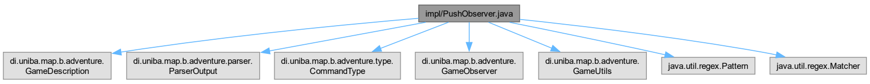
Packages

- package di.uniba.map.b.adventure.impl

7.15 impl/PushObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.GameObserver;
import di.uniba.map.b.adventure.GameUtils;
import java.util.regex.Pattern;
import java.util.regex.Matcher;
```

Include dependency graph for PushObserver.java:


impl/PushObserver.java
di.uniba.map.b.adventure.GameDescription
di.uniba.map.b.adventure.parser.ParserOutput
di.uniba.map.b.adventure.type.CommandType
di.uniba.map.b.adventure.GameObserver
di.uniba.map.b.adventure.GameUtils
java.util.regex.Pattern
java.util.regex.Matcher

Classes

- class di.uniba.map.b.adventure.impl.PushObserver

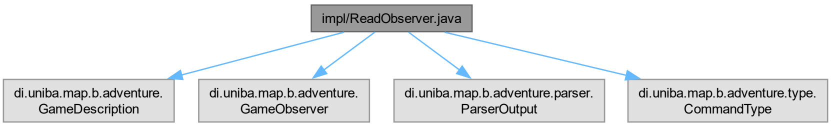
Packages

- package di.uniba.map.b.adventure.impl

7.16 impl/ReadObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.GameObserver;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.CommandType;
```

Include dependency graph for ReadObserver.java:


impl/ReadObserver.java
di.uniba.map.b.adventure.
GameDescription
di.uniba.map.b.adventure.
GameObserver
di.uniba.map.b.adventure.parser.
ParserOutput
di.uniba.map.b.adventure.type.
CommandType

Classes

- class di.uniba.map.b.adventure.impl.ReadObserver

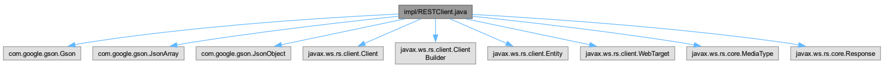
Packages

- package di.uniba.map.b.adventure.impl

7.17 impl/RESTClient.java File Reference

```
import com.google.gson.Gson;
import com.google.gson.JsonArray;
import com.google.gson.JsonObject;
import javax.ws.rs.client.Client;
import javax.ws.rs.client.ClientBuilder;
import javax.ws.rs.client.Entity;
import javax.ws.rs.client.WebTarget;
import javax.ws.rs.core.MediaType;
import javax.ws.rs.core.Response;
```

Include dependency graph for RESTClient.java:


impl/RESTClient.java
com.google.gson.Gson
com.google.gson.JsonArray
com.google.gson.JsonObject
javax.ws.rs.client.Client
javax.ws.rs.client.Client
Builder
javax.ws.rs.client.Entity
javax.ws.rs.client.WebTarget
javax.ws.rs.core.MediaType
javax.ws.rs.core.Response

Classes

- class di.uniba.map.b.adventure.impl.RESTClient

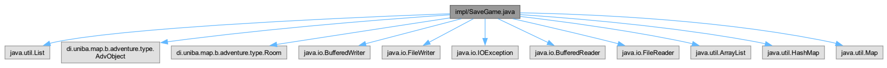
Packages

- package di.uniba.map.b.adventure.impl

7.18 impl/SaveGame.java File Reference

```
import java.util.List;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.Room;
import java.io.BufferedWriter;
import java.io.FileWriter;
import java.io.IOException;
import java.io.BufferedReader;
import java.io.FileReader;
import java.util.ArrayList;
import java.util.HashMap;
import java.util.Map;
```

Include dependency graph for SaveGame.java:



Classes

- class di.uniba.map.b.adventure.impl.SaveGame

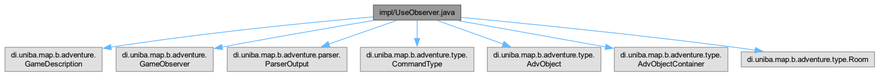
Packages

- package di.uniba.map.b.adventure.impl

7.19 impl/UseObserver.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.GameObserver;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.AdvObjectContainer;
import di.uniba.map.b.adventure.type.Room;
```

Include dependency graph for UseObserver.java:


impl/UseObserver.java
di.uniba.map.b.adventure.GameDescription
di.uniba.map.b.adventure.GameObserver
di.uniba.map.b.adventure.parser.ParserOutput
di.uniba.map.b.adventure.type.CommandType
di.uniba.map.b.adventure.type.AdvObject
di.uniba.map.b.adventure.type.AdvObjectContainer
di.uniba.map.b.adventure.type.Room

Classes

- class di.uniba.map.b.adventure.impl.UseObserver

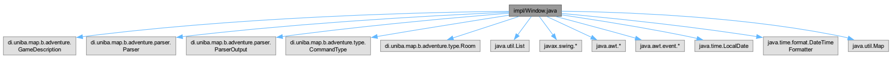
Packages

- package di.uniba.map.b.adventure.impl

7.20 impl/Window.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import di.uniba.map.b.adventure.parser.Parser;
import di.uniba.map.b.adventure.parser.ParserOutput;
import di.uniba.map.b.adventure.type.CommandType;
import di.uniba.map.b.adventure.type.Room;
import java.util.List;
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
import java.time.LocalDate;
import java.time.format.DateTimeFormatter;
import java.util.Map;
```

Include dependency graph for Window.java:


impl/Window.java
di.uniba.map.b.adventure.GameDescription
di.uniba.map.b.adventure.parser.Parser
di.uniba.map.b.adventure.parser.ParserOutput
di.uniba.map.b.adventure.type.CommandType
di.uniba.map.b.adventure.type.Room
java.util.List
javax.swing.*
java.awt.*
java.awt.event.*
java.time.LocalDate
java.time.format.DateTimeFormatter
java.util.Map

Classes

- class di.uniba.map.b.adventure.impl.Window

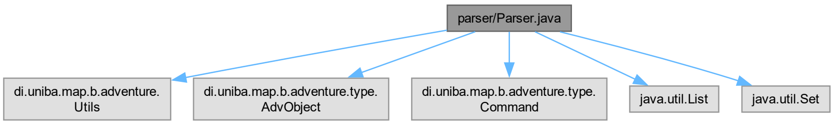
Packages

- package di.uniba.map.b.adventure.impl

7.21 parser/Parser.java File Reference

```
import di.uniba.map.b.adventure.Utils;
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.Command;
import java.util.List;
import java.util.Set;
```

Include dependency graph for Parser.java:


parser/Parser.java
di.uniba.map.b.adventure.Utils
di.uniba.map.b.adventure.type.AdvObject
di.uniba.map.b.adventure.type.Command
java.util.List
java.util.Set

Classes

- class di.uniba.map.b.adventure.parser.Parser

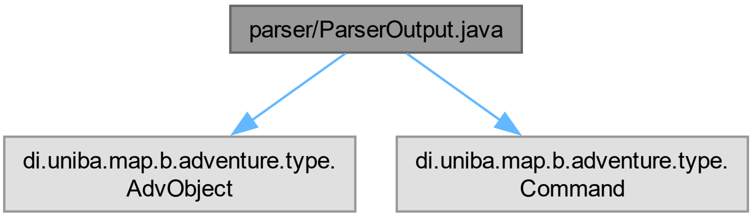
Packages

- package di.uniba.map.b.adventure.parser

7.22 parser/ParserOutput.java File Reference

```
import di.uniba.map.b.adventure.type.AdvObject;
import di.uniba.map.b.adventure.type.Command;
```

Include dependency graph for ParserOutput.java:


parser/ParserOutput.java
di.uniba.map.b.adventure.type.
AdvObject
di.uniba.map.b.adventure.type.
Command

Classes

- class di.uniba.map.b.adventure.parser.ParserOutput

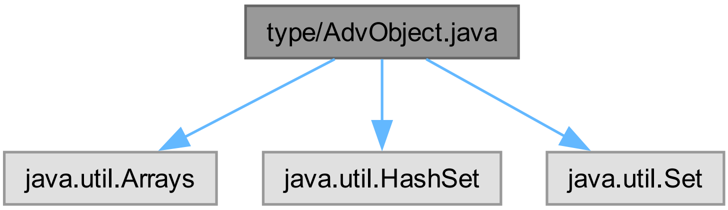
Packages

- package di.uniba.map.b.adventure.parser

7.23 type/AdvObject.java File Reference

```
import java.util.Arrays;
import java.util.HashSet;
import java.util.Set;
```

Include dependency graph for AdvObject.java:



Classes

- class di.uniba.map.b.adventure.type.AdvObject

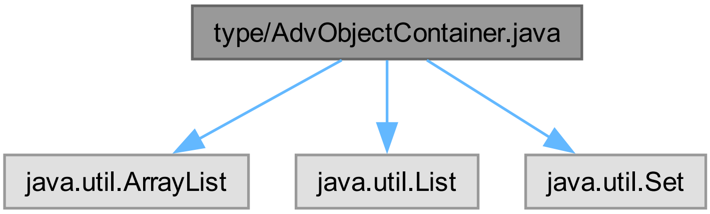
Packages

- package di.uniba.map.b.adventure.type

7.24 type/AdvObjectContainer.java File Reference

```
import java.util.ArrayList;
import java.util.List;
import java.util.Set;
```

Include dependency graph for AdvObjectContainer.java:



Classes

- class di.uniba.map.b.adventure.type.AdvObjectContainer

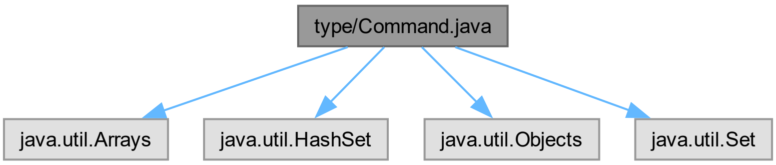
Packages

- package di.uniba.map.b.adventure.type

7.25 type/Command.java File Reference

```
import java.util.Arrays;
import java.util.HashSet;
import java.util.Objects;
import java.util.Set;
```

Include dependency graph for Command.java:



Classes

- class di.uniba.map.b.adventure.type.Command

Packages

- package di.uniba.map.b.adventure.type

7.26 type/CommandType.java File Reference

Classes

- enum di.uniba.map.b.adventure.type.CommandType

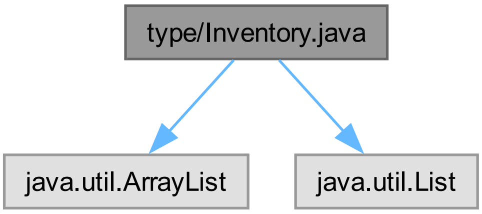
Packages

- package di.uniba.map.b.adventure.type

7.27 type/Inventory.java File Reference

```
import java.util.ArrayList;
import java.util.List;
```

Include dependency graph for Inventory.java:



Classes

- class di.uniba.map.b.adventure.type.Inventory

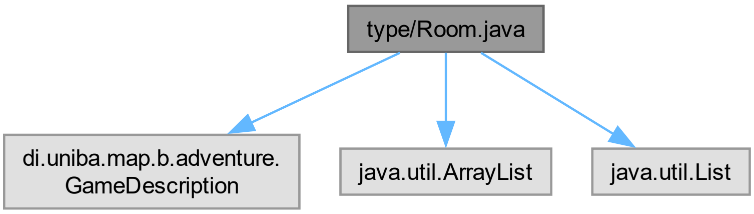
Packages

- package di.uniba.map.b.adventure.type

7.28 type/Room.java File Reference

```
import di.uniba.map.b.adventure.GameDescription;
import java.util.ArrayList;
import java.util.List;
```

Include dependency graph for Room.java:



Classes

- class di.uniba.map.b.adventure.type.Room

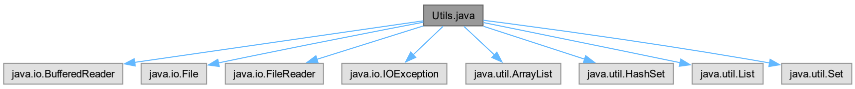
Packages

- package di.uniba.map.b.adventure.type

7.29 Utils.java File Reference

```
import java.io.BufferedReader;
import java.io.File;
import java.io.FileReader;
import java.io.IOException;
import java.util.ArrayList;
import java.util.HashSet;
import java.util.List;
import java.util.Set;
```

Include dependency graph for Utils.java:



Classes

- class di.uniba.map.b.adventure.Utils

Packages

- package di.uniba.map.b.adventure

Index

add
- di.uniba.map.b.adventure.type.AdvObjectContainer, 26
- di.uniba.map.b.adventure.type.Inventory, 52

addObject
- di.uniba.map.b.adventure.GameDescription, 39
- di.uniba.map.b.adventure.type.Room, 93

addPlayer
- di.uniba.map.b.adventure.impl.RESTClient, 90

AdvObject
- di.uniba.map.b.adventure.type.AdvObject, 12, 13

AdvObjectContainer
- di.uniba.map.b.adventure.type.AdvObjectContainer, 25

attach
- di.uniba.map.b.adventure.GameObservable, 49
- di.uniba.map.b.adventure.impl.MetalSlug, 62

CLOSE
- di.uniba.map.b.adventure.type.CommandType, 34

Command
- di.uniba.map.b.adventure.type.Command, 29

detach
- di.uniba.map.b.adventure.GameObservable, 49
- di.uniba.map.b.adventure.impl.MetalSlug, 62

di.uniba.map.b.adventure, 9

di.uniba.map.b.adventure.Engine, 36
- Engine, 36
- execute, 37
- main, 37

di.uniba.map.b.adventure.GameDescription, 38
- addObject, 39
- getCommands, 40
- getCurrentRoom, 40
- getInventory, 41
- getObjectById, 42
- getRooms, 42
- getWelcomeMsg, 43
- init, 44
- isKeyUsed, 44
- nextMove, 45
- setCurrentRoom, 46
- setCurrentRoomById, 46
- setGame, 47
- setKeyUsed, 47

di.uniba.map.b.adventure.GameObservable, 48
- attach, 49
- detach, 49
- notifyObservers, 49

di.uniba.map.b.adventure.GameObserver, 50
- update, 51

di.uniba.map.b.adventure.GameUtils, 51
- getObjectFromInventory, 51

di.uniba.map.b.adventure.impl, 9

di.uniba.map.b.adventure.impl.InventoryObserver, 54
- update, 55

di.uniba.map.b.adventure.impl.KillObserver, 56
- update, 57

di.uniba.map.b.adventure.impl.LookAtObserver, 59
- update, 60

di.uniba.map.b.adventure.impl.MetalSlug, 61
- attach, 62
- detach, 62
- getWelcomeMsg, 63
- init, 63
- nextMove, 64
- notifyObservers, 66

di.uniba.map.b.adventure.impl.MoveObserver, 67
- update, 68

di.uniba.map.b.adventure.impl.Music, 70
- Music, 71
- run, 71
- startSound, 71
- stopSound, 71

di.uniba.map.b.adventure.impl.Music.Position, 83
- LEFT, 83
- NORMAL, 83
- RIGHT, 83

di.uniba.map.b.adventure.impl.OpenObserver, 71
- update, 72

di.uniba.map.b.adventure.impl.PickUpObserver, 78
- update, 79

di.uniba.map.b.adventure.impl.PlayerData, 80
- getDate, 81
- getName, 81
- getTime, 81
- PlayerData, 81
- setDate, 82
- setName, 82
- setTime, 82
- toString, 82

di.uniba.map.b.adventure.impl.PushObserver, 84
- update, 85
- verify, 86

di.uniba.map.b.adventure.impl.ReadObserver, 87
- update, 88

di.uniba.map.b.adventure.impl.RESTClient, 89
- addPlayer, 90

getLeaderboard, 90
RESTClient, 90
di.uniba.map.b.adventure.impl.SaveGame, 105
gameExists, 105
load, 105
save, 106
di.uniba.map.b.adventure.impl.UseObserver, 107
update, 108
di.uniba.map.b.adventure.impl.Window, 111
getInsertText, 114
showLeaderBoard, 114
showMessage, 114
showRoomDescription, 115
showRoomName, 115
showStartDescription, 116
Window, 112
di.uniba.map.b.adventure.parser, 10
di.uniba.map.b.adventure.parser.Parser, 73
parse, 74
Parser, 73
di.uniba.map.b.adventure.parser.ParserOutput, 74
getCommand, 75
getInvObject, 76
getObject, 77
ParserOutput, 75
setCommand, 77
setInvObject, 78
setObject, 78
di.uniba.map.b.adventure.type, 10
di.uniba.map.b.adventure.type.AdvObject, 11
AdvObject, 12, 13
equals, 13
getAlias, 14
getContents, 14
getDescription, 14
getId, 15
getName, 15
hashCode, 16
isCreature, 16
isLiving, 16
isOpen, 16
isOpenable, 17
isPickupable, 17
isPush, 17
isPushable, 18
isReadable, 18
setAlias, 18, 19
setContents, 19
setCreature, 19
setDescription, 20
setLiving, 20
setName, 20
setOpen, 20
setOpenable, 21
setPickupable, 21
setPush, 22
setPushable, 22
setReadable, 22
di.uniba.map.b.adventure.type.AdvObjectContainer, 23
add, 26
AdvObjectContainer, 25
getList, 26
isOpen, 26
remove, 27
setList, 27
setOpen, 28
di.uniba.map.b.adventure.type.Command, 28
Command, 29
equals, 30
getAlias, 31
getName, 31
getType, 31
hashCode, 32
setAlias, 33
di.uniba.map.b.adventure.type.CommandType, 34
CLOSE, 34
EAST, 34
END, 34
GIVE, 34
INVENTORY, 34
KILL, 35
LOOK_AT, 35
NORD, 35
OPEN, 35
PICK_UP, 35
PULL, 35
PUSH, 35
READ, 35
SOUTH, 35
TALK_TO, 35
TURN_OFF, 36
TURN_ON, 36
USE, 36
WALK_TO, 36
WEST, 36
di.uniba.map.b.adventure.type.Inventory, 52
add, 52
getList, 53
remove, 53
setList, 53
di.uniba.map.b.adventure.type.Room, 91
addObject, 93
equals, 93
getDescription, 94
getDynamicLook, 94
getDynamicLookmonster, 95
getEast, 95
getId, 95
getLook, 96
getName, 96
getNorth, 97
getObject, 97
getObjectByName, 98
getObjects, 98
getSouth, 99
getWest, 99

hashCode, 100
isMonsterAlive, 100
isVisible, 100
removeObject, 101
Room, 91, 92
setDescription, 101
setDynamicLook, 101
setEast, 101
setLook, 102
setMonsterAlive, 102
setName, 103
setNorth, 103
setSouth, 103
setVisible, 104
setWest, 104
di.uniba.map.b.adventure.Utils, 110
loadFileListInSet, 110
parseString, 110

EAST
di.uniba.map.b.adventure.type.CommandType, 34
END
di.uniba.map.b.adventure.type.CommandType, 34
Engine
di.uniba.map.b.adventure.Engine, 36
Engine.java, 117
equals
di.uniba.map.b.adventure.type.AdvObject, 13
di.uniba.map.b.adventure.type.Command, 30
di.uniba.map.b.adventure.type.Room, 93
execute
di.uniba.map.b.adventure.Engine, 37

GameDescription.java, 117
gameExists
di.uniba.map.b.adventure.impl.SaveGame, 105
GameObservable.java, 118
GameObserver.java, 119
GameUtils.java, 119
getAlias
di.uniba.map.b.adventure.type.AdvObject, 14
di.uniba.map.b.adventure.type.Command, 31
getCommand
di.uniba.map.b.adventure.parser.ParserOutput, 75
getCommands
di.uniba.map.b.adventure.GameDescription, 40
getContents
di.uniba.map.b.adventure.type.AdvObject, 14
getCurrentRoom
di.uniba.map.b.adventure.GameDescription, 40
getDate
di.uniba.map.b.adventure.impl.PlayerData, 81
getDescription
di.uniba.map.b.adventure.type.AdvObject, 14
di.uniba.map.b.adventure.type.Room, 94
getDynamicLook
di.uniba.map.b.adventure.type.Room, 94
getDynamicLookmonster
di.uniba.map.b.adventure.type.Room, 95
getEast
di.uniba.map.b.adventure.type.Room, 95
getId
di.uniba.map.b.adventure.type.AdvObject, 15
di.uniba.map.b.adventure.type.Room, 95
getInsertText
di.uniba.map.b.adventure.impl.Window, 114
getInventory
di.uniba.map.b.adventure.GameDescription, 41
getInvObject
di.uniba.map.b.adventure.parser.ParserOutput, 76
getLeaderboard
di.uniba.map.b.adventure.impl.RESTClient, 90
getList
di.uniba.map.b.adventure.type.AdvObjectContainer, 26
di.uniba.map.b.adventure.type.Inventory, 53
getLook
di.uniba.map.b.adventure.type.Room, 96
getName
di.uniba.map.b.adventure.impl.PlayerData, 81
di.uniba.map.b.adventure.type.AdvObject, 15
di.uniba.map.b.adventure.type.Command, 31
di.uniba.map.b.adventure.type.Room, 96
getNorth
di.uniba.map.b.adventure.type.Room, 97
getObject
di.uniba.map.b.adventure.parser.ParserOutput, 77
di.uniba.map.b.adventure.type.Room, 97
getObjectById
di.uniba.map.b.adventure.GameDescription, 42
getObjectByName
di.uniba.map.b.adventure.type.Room, 98
getObjectFromInventory
di.uniba.map.b.adventure.GameUtils, 51
getObjects
di.uniba.map.b.adventure.type.Room, 98
getRooms
di.uniba.map.b.adventure.GameDescription, 42
getSouth
di.uniba.map.b.adventure.type.Room, 99
getTime
di.uniba.map.b.adventure.impl.PlayerData, 81
getType
di.uniba.map.b.adventure.type.Command, 31
getWelcomeMsg
di.uniba.map.b.adventure.GameDescription, 43
di.uniba.map.b.adventure.impl.MetalSlug, 63
getWest
di.uniba.map.b.adventure.type.Room, 99
GIVE
di.uniba.map.b.adventure.type.CommandType, 34

hashCode
di.uniba.map.b.adventure.type.AdvObject, 16
di.uniba.map.b.adventure.type.Command, 32
di.uniba.map.b.adventure.type.Room, 100

impl/InventoryObserver.java, 120

impl/KillObserver.java, 120
impl/LookAtObserver.java, 121
impl/MetalSlug.java, 121
impl/MoveObserver.java, 122
impl/Music.java, 122
impl/OpenObserver.java, 123
impl/PickUpObserver.java, 123
impl/PlayerData.java, 124
impl/PushObserver.java, 124
impl/ReadObserver.java, 125
impl/RESTClient.java, 125
impl/SaveGame.java, 126
impl/UseObserver.java, 126
impl/Window.java, 127
init
- di.uniba.map.b.adventure.GameDescription, 44
- di.uniba.map.b.adventure.impl.MetalSlug, 63

INVENTORY
- di.uniba.map.b.adventure.type.CommandType, 34

isCreature
- di.uniba.map.b.adventure.type.AdvObject, 16

isKeyUsed
- di.uniba.map.b.adventure.GameDescription, 44

isLiving
- di.uniba.map.b.adventure.type.AdvObject, 16

isMonsterAlive
- di.uniba.map.b.adventure.type.Room, 100

isOpen
- di.uniba.map.b.adventure.type.AdvObject, 16
- di.uniba.map.b.adventure.type.AdvObjectContainer, 26

isOpenable
- di.uniba.map.b.adventure.type.AdvObject, 17

isPickupable
- di.uniba.map.b.adventure.type.AdvObject, 17

isPush
- di.uniba.map.b.adventure.type.AdvObject, 17

isPushable
- di.uniba.map.b.adventure.type.AdvObject, 18

isReadable
- di.uniba.map.b.adventure.type.AdvObject, 18

isVisible
- di.uniba.map.b.adventure.type.Room, 100

KILL
- di.uniba.map.b.adventure.type.CommandType, 35

LEFT
- di.uniba.map.b.adventure.impl.Music.Position, 83

load
- di.uniba.map.b.adventure.impl.SaveGame, 105

loadFileListInSet
- di.uniba.map.b.adventure.Utils, 110

LOOK_AT
- di.uniba.map.b.adventure.type.CommandType, 35

main
- di.uniba.map.b.adventure.Engine, 37

Music
- di.uniba.map.b.adventure.impl.Music, 71

nextMove
- di.uniba.map.b.adventure.GameDescription, 45
- di.uniba.map.b.adventure.impl.MetalSlug, 64

NORD
- di.uniba.map.b.adventure.type.CommandType, 35

NORMAL
- di.uniba.map.b.adventure.impl.Music.Position, 83

notifyObservers
- di.uniba.map.b.adventure.GameObservable, 49
- di.uniba.map.b.adventure.impl.MetalSlug, 66

OPEN
- di.uniba.map.b.adventure.type.CommandType, 35

parse
- di.uniba.map.b.adventure.parser.Parser, 74

Parser
- di.uniba.map.b.adventure.parser.Parser, 73

parser/Parser.java, 127
parser/ParserOutput.java, 128
ParserOutput
- di.uniba.map.b.adventure.parser.ParserOutput, 75

parseString
- di.uniba.map.b.adventure.Utils, 110

PICK_UP
- di.uniba.map.b.adventure.type.CommandType, 35

PlayerData
- di.uniba.map.b.adventure.impl.PlayerData, 81

PULL
- di.uniba.map.b.adventure.type.CommandType, 35

PUSH
- di.uniba.map.b.adventure.type.CommandType, 35

READ
- di.uniba.map.b.adventure.type.CommandType, 35

remove
- di.uniba.map.b.adventure.type.AdvObjectContainer, 27
- di.uniba.map.b.adventure.type.Inventory, 53

removeObject
- di.uniba.map.b.adventure.type.Room, 101

RESTClient
- di.uniba.map.b.adventure.impl.RESTClient, 90

RIGHT
- di.uniba.map.b.adventure.impl.Music.Position, 83

Room
- di.uniba.map.b.adventure.type.Room, 91, 92

run
- di.uniba.map.b.adventure.impl.Music, 71

save
- di.uniba.map.b.adventure.impl.SaveGame, 106

setAlias
- di.uniba.map.b.adventure.type.AdvObject, 18, 19
- di.uniba.map.b.adventure.type.Command, 33

setCommand
- di.uniba.map.b.adventure.parser.ParserOutput, 77

setContents
  di.uniba.map.b.adventure.type.AdvObject, 19
setCreature
  di.uniba.map.b.adventure.type.AdvObject, 19
setCurrentRoom
  di.uniba.map.b.adventure.GameDescription, 46
setCurrentRoomById
  di.uniba.map.b.adventure.GameDescription, 46
setDate
  di.uniba.map.b.adventure.impl.PlayerData, 82
setDescription
  di.uniba.map.b.adventure.type.AdvObject, 20
  di.uniba.map.b.adventure.type.Room, 101
setDynamicLook
  di.uniba.map.b.adventure.type.Room, 101
setEast
  di.uniba.map.b.adventure.type.Room, 101
setGame
  di.uniba.map.b.adventure.GameDescription, 47
setInvObject
  di.uniba.map.b.adventure.parser.ParserOutput, 78
setKeyUsed
  di.uniba.map.b.adventure.GameDescription, 47
setList
  di.uniba.map.b.adventure.type.AdvObjectContainer, 27
  di.uniba.map.b.adventure.type.Inventory, 53
setLiving
  di.uniba.map.b.adventure.type.AdvObject, 20
setLook
  di.uniba.map.b.adventure.type.Room, 102
setMonsterAlive
  di.uniba.map.b.adventure.type.Room, 102
setName
  di.uniba.map.b.adventure.impl.PlayerData, 82
  di.uniba.map.b.adventure.type.AdvObject, 20
  di.uniba.map.b.adventure.type.Room, 103
setNorth
  di.uniba.map.b.adventure.type.Room, 103
setObject
  di.uniba.map.b.adventure.parser.ParserOutput, 78
setOpen
  di.uniba.map.b.adventure.type.AdvObject, 20
  di.uniba.map.b.adventure.type.AdvObjectContainer, 28
setOpenable
  di.uniba.map.b.adventure.type.AdvObject, 21
setPickupable
  di.uniba.map.b.adventure.type.AdvObject, 21
setPush
  di.uniba.map.b.adventure.type.AdvObject, 22
setPushable
  di.uniba.map.b.adventure.type.AdvObject, 22
setReadable
  di.uniba.map.b.adventure.type.AdvObject, 22
setSouth
  di.uniba.map.b.adventure.type.Room, 103
setTime
  di.uniba.map.b.adventure.impl.PlayerData, 82
setVisible
  di.uniba.map.b.adventure.type.Room, 104
setWest
  di.uniba.map.b.adventure.type.Room, 104
showLeaderBoard
  di.uniba.map.b.adventure.impl.Window, 114
showMessage
  di.uniba.map.b.adventure.impl.Window, 114
showRoomDescription
  di.uniba.map.b.adventure.impl.Window, 115
showRoomName
  di.uniba.map.b.adventure.impl.Window, 115
showStartDescription
  di.uniba.map.b.adventure.impl.Window, 116
SOUTH
  di.uniba.map.b.adventure.type.CommandType, 35
startSound
  di.uniba.map.b.adventure.impl.Music, 71
stopSound
  di.uniba.map.b.adventure.impl.Music, 71

TALK_TO
  di.uniba.map.b.adventure.type.CommandType, 35
toString
  di.uniba.map.b.adventure.impl.PlayerData, 82
TURN_OFF
  di.uniba.map.b.adventure.type.CommandType, 36
TURN_ON
  di.uniba.map.b.adventure.type.CommandType, 36
type/AdvObject.java, 128
type/AdvObjectContainer.java, 129
type/Command.java, 130
type/CommandType.java, 130
type/Inventory.java, 131
type/Room.java, 131

update
  di.uniba.map.b.adventure.GameObserver, 51
  di.uniba.map.b.adventure.impl.InventoryObserver, 55
  di.uniba.map.b.adventure.impl.KillObserver, 57
  di.uniba.map.b.adventure.impl.LookAtObserver, 60
  di.uniba.map.b.adventure.impl.MoveObserver, 68
  di.uniba.map.b.adventure.impl.OpenObserver, 72
  di.uniba.map.b.adventure.impl.PickUpObserver, 79
  di.uniba.map.b.adventure.impl.PushObserver, 85
  di.uniba.map.b.adventure.impl.ReadObserver, 88
  di.uniba.map.b.adventure.impl.UseObserver, 108
USE
  di.uniba.map.b.adventure.type.CommandType, 36
Utils.java, 132

verify
  di.uniba.map.b.adventure.impl.PushObserver, 86

WALK_TO
  di.uniba.map.b.adventure.type.CommandType, 36
WEST

di.uniba.map.b.adventure.type.CommandType, 36
Window
di.uniba.map.b.adventure.impl.Window, 112