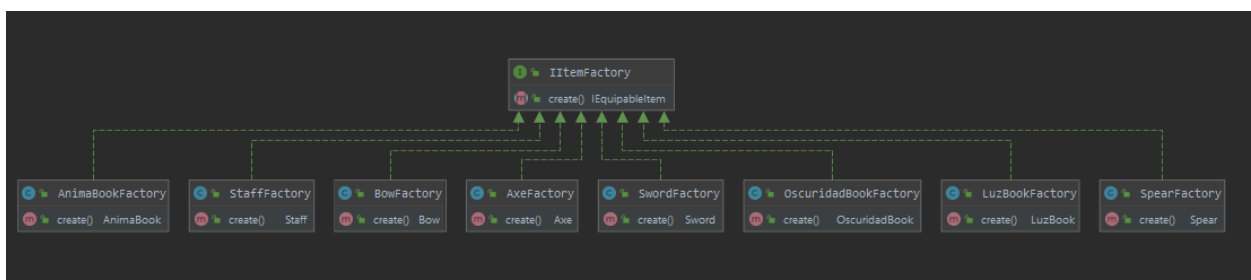
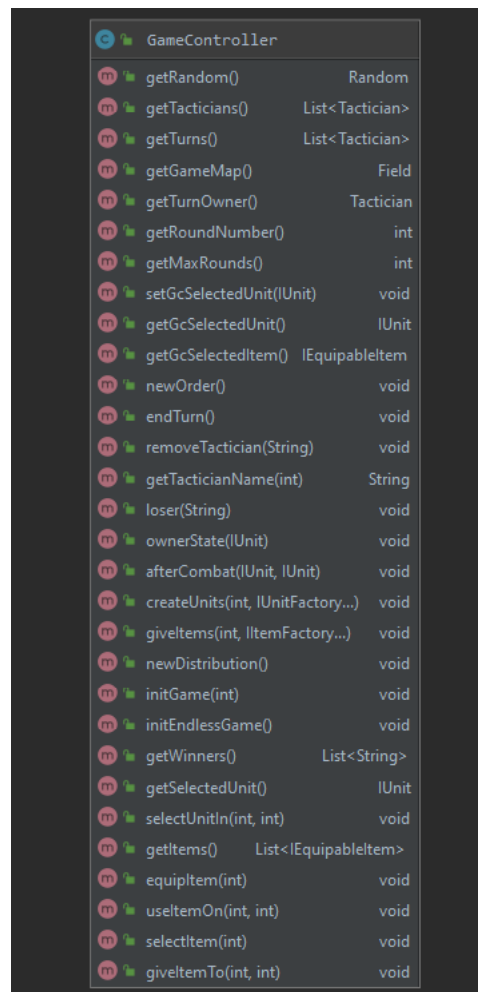


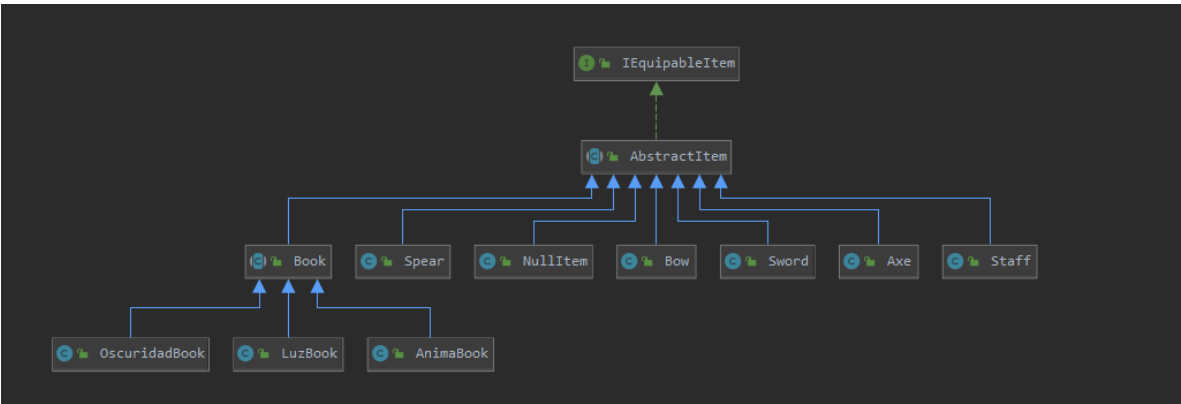
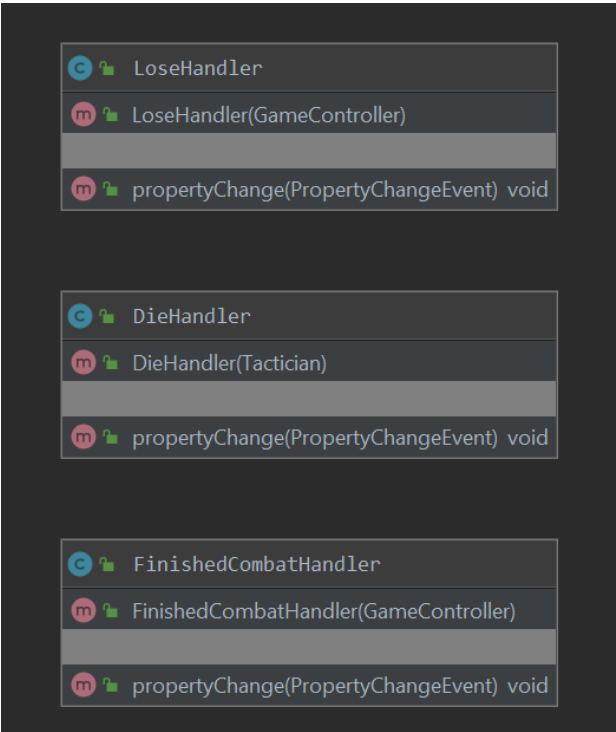
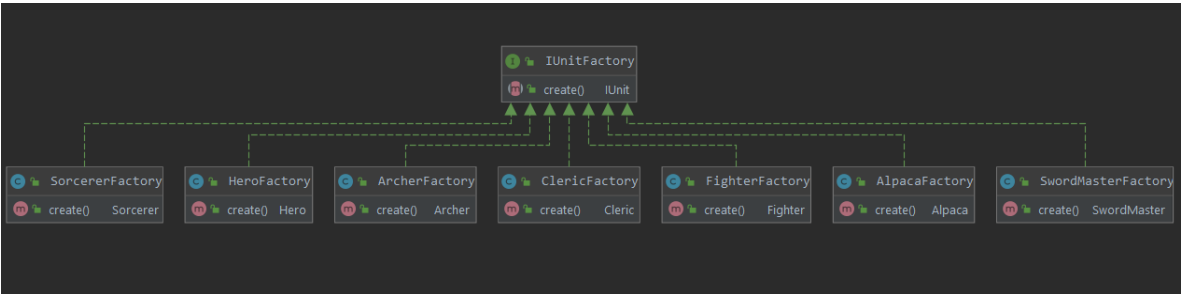
Nombre: Fernanda Macías Herrera

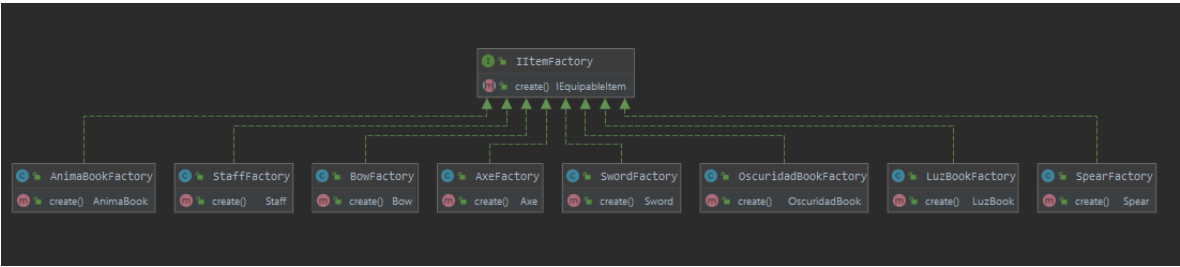
RUT: 19.893.122-5

Usuario Github: fermacias

Link Repositorio: <https://github.com/fermacias/Tarea1-Metodolog-as>









Location		
m	equals(Object)	boolean
m	toString()	String
m	addNeighbour(Location)	void
m	addTo(Location)	void
m	isNeighbour(Location)	boolean
m	getUnit()	IUnit
m	setUnit(IUnit)	void
m	removeNeighbour(Location)	void
m	getNeighbours()	Set<Location>
m	distanceTo(Location)	double
m	shortestPathTo(Location, Set<Location>)	double
m	getRow()	int
m	getColumn()	int

Field		
m	addCells(boolean, Location...)	void
m	getRandom()	Random
m	addCell(Location)	void
m	getAdjacentCells(Location)	Location[]
m	addConnection(Location, Location)	void
m	getCell(int, int)	Location
m	generateID(int, int)	String
m	getMap()	Map<String, Location>
m	isConnected()	boolean
m	removeConnection(Location, Location)	void
m	checkConnection(Location, Location)	boolean
m	getSize()	int
m	randomField(int)	void

InvalidLocation		
m	addNeighbour(Location)	void
m	addTo(Location)	void

FieldTest		
m	setUp()	void
m	testMapConstruction()	void
m	checkConnections(int, int)	void
m	testGetCell()	void
m	testConnectedness()	void
m	testDistances()	void
m	testRemoveConnection()	void

LocationTest		
m	setUp()	void
m	testLocationId()	void
m	testEquals()	void
m	testNeighbourhood()	void
m	testRemoveNeighbour()	void

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