|  |
| --- |
| Square |
| +PIT: int  +BREEZE: int  +STENCH: int  +WUMPUS: int  +GOLD: int  +HUMAN: int  -x: int  -y: int  -content: ArrayList<Integer> |
| +Square(): void  +getX(): int  +getY(): int  +getContent(): ArrayList<integer>  +setX(x: int): void  +setY(y: int): void  +setContent(content: ArrayList<Integer>): void  +addEntity(entity: int): void  +isEmpty(): Boolean  removeHuman(): void  +toString(): String |

|  |
| --- |
| WumpusWorld |
| +boardSize: int  +NUM\_WUMPUS: int  +NUM\_GOLD: int  +NUM\_PITS: int  +WEST: int  +EAST: int  +NORTH: int  +SOUTH: int  -gameBoard: Square[][]  -emptyLocations: ArrayList<Point>  -humanX: int  -humanY: int |
| +WumpusWorld(): void  +getHumanY(): int  +getHumanX(): int  +setHumanY(): void  +setHumanX(): void  +displayBoard(): void  +move(): void  +printCurrentSquare(): boolean |