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Class Structure and Flowchart for Assignment 3  
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28OCT20

```
public class playerActions{
    Private playerName ← String
    Private INV_SIZE ← 4
    Private invContents ← Array
    Private currentRoom ← String
    Private prevRoom ← String

    Public playerActions(){
        playerName ← "Null"
        invContents ← Set size to INV_SIZE
        currentRoom ← "Entrance"
        prevRoom ← "None"
    }

    Public method called setName that expects 1 argument{
        Display "What is your name?"
        playerName ← userInput
    }

    Public method called getName and returns playerName

    Public method called pickUpItem that takes in 1 argument{
        FOR every index in invContents{
            IF item is in player inventory{
                Display "You already have this item in your inventory"
                RETURN 1
            }ELSE IF item is not in inventory and current index is blank{
                invContents[index] ← item user is trying to pick up
                RETURN 0
            }ELSE IF item is not in room{
                RETURN 2
            }ELSE{
                3
            }
        }
    }

    Public method called inspectItem that takes in 1 argument{
        RETURN item description using getItemDesc()
    }
}
```

```

    Public method called getInvContents{
        Display contents of invContents
    }
}

```

```

Public class roomActions{
    Private rooms ← HashMap
    Private roomProperties ← HashMap
    Private invContents ← Array
    Private itemsInRoom ← 2D Array

    Public roomActions(){
        Rooms ← <"room1" : roomProperties, "room2" : roomProperties, ...>
        roomProperties ← <"canMoveInto" : false, >

```

"neighbors": "room1, room2, ...", itemsInRoom: [itemsInRoom[index], where does this go to be independent for each room?

```

}

```

```

    Public method called moveInto that takes 1 argument{
        IF canMoveInto is true {
            Set currentRoom to new room
            Set prevRoom to room user just left
            Return 0
        }ELSE{
            Diplsay "You can not move into this room!"
            Return 1
        }
    }
}

```

```

}

```