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Class Structure and Flowchart for Assignment 3

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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

}

}

}