REQUIRIMIENTOS FUNCIONALES

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| Nombre: | createMatrix() |
| Descripción: | This method calls createRows() and créate a new node |
| Entrada: |  |
| Salida: | Void |

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| Nombre: | toString() |
| Descripción: | This method calls toStringRows() who at the same time calls toStringCol() and convert both in a string |
| Entrada: |  |
| Salida: | String msg |

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| Nombre: | createMirrows() |
| Descripción: | This method calls createMirrows() |
| Entrada: | Int k |
| Salida: | void |

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| Nombre: | Shut() |
| Descripción: | This method checks if the variables STAR and END are different from null and créate a ‘ ‘ |
| Entrada: |  |
| Salida: | Void |

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| Nombre: | Located() |
| Descripción: | This method checks if the input is > from 4 and allows to located a mirrow |
| Entrada: | String input |
| Salida: | void |

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| Nombre: | Move() |
| Descripción: | This method allows to move the laser and show the letters S and E |
| Entrada: | String input |
| Salida: | void |

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| Nombre: | Play() |
| Descripción: | This method star the shut() method |
| Entrada: |  |
| Salida: | void |

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| --- | --- |
| Nombre: | printInOrder() |
| Descripción: | This method print the nickName and the score of the player |
| Entrada: | Leaf node |
| Salida: | void |