**Class ConstantValues**

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| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**BLACK\_SIDE**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#BLACK_SIDE)  The constant value for the Black player and that player's pieces |
| static int | [**BLUE\_SIDE**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#BLUE_SIDE)  The constant value for the Blue player, this is also equal to BLACK\_SIDE |
| static int | [**BOTH\_SIDES**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#BOTH_SIDES)  A constant value for a mode of play where both sides are controlled by the same keyboard/mouse |
| static int | [**COLUMNS**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#COLUMNS)  The constant value for the default number of columns on a game board |
| static int | [**COMPETITIVE\_MODE**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#COMPETITIVE_MODE)  A constant value for the competitive mode of play |
| static int | [**DOWN**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#DOWN)  The constant value for Down on the board |
| static java.lang.String | [**FILE\_RULES**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#FILE_RULES)  The constant for the default value for the path to the rules file |
| static java.lang.String | [**FILE\_RULES\_EXTENSION**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#FILE_RULES_EXTENSION)  The constant for the default value of the rule file extension |
| static java.lang.String | [**FILE\_SPRITE\_DEN**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#FILE_SPRITE_DEN)  The default constant value for the path to the den tile sprite |
| static java.lang.String | [**FILE\_SPRITE\_PIECES**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#FILE_SPRITE_PIECES)  The default constant value for the path to the piece icon sprite |
| static java.lang.String | [**FILE\_SPRITE\_SELECTED**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#FILE_SPRITE_SELECTED)  The default constant value for the path to the selected icon color sprite |
| static java.lang.String | [**FILE\_SPRITE\_TRAP**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#FILE_SPRITE_TRAP)  The default constant value for the path to the trap tile sprite |
| static java.lang.String | [**FILE\_SPRITE\_WATER**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#FILE_SPRITE_WATER)  The default constant value for the path to the water tile sprite |
| static int | [**GAMEBOARD\_PADDING**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEBOARD_PADDING)  The constant value for the GUI padding for the game board |
| static int | [**GAMEPIECE\_CAT**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_CAT)  Constant value for the cat tile source |
| static int | [**GAMEPIECE\_DOG**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_DOG)  Constant value for the dog tile source |
| static int | [**GAMEPIECE\_ELEPHANT**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_ELEPHANT)  Constant value for the elephant tile source |
| static int | [**GAMEPIECE\_LEOPARD**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_LEOPARD)  Constant value for the leopard tile source |
| static int | [**GAMEPIECE\_LION**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_LION)  Constant value for the lion tile source |
| static int | [**GAMEPIECE\_RAT**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_RAT)  Constant value for the rat tile source |
| static int | [**GAMEPIECE\_TIGER**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_TIGER)  Constant value for the tiger tile source |
| static int | [**GAMEPIECE\_WOLF**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMEPIECE_WOLF)  Constant value for the wolf tile source |
| static int | [**GAMETILE\_PADDING**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMETILE_PADDING)  The constant value for the padding for each game tile |
| static int | [**GAMETILE\_SELECTED\_PADDING**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#GAMETILE_SELECTED_PADDING)  The constant value for the padding for a selected game tile |
| static int | [**LEFT**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#LEFT)  The constant value for Left on the board |
| static int | [**MOUSECLICK\_FAILURE**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#MOUSECLICK_FAILURE)  Constant value for a failed mouse click event |
| static int | [**MOUSECLICK\_SUCCESS\_MOVED**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#MOUSECLICK_SUCCESS_MOVED)  Constant value for a successful piece move via a mouse click |
| static int | [**MOUSECLICK\_SUCCESS\_SELECTED**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#MOUSECLICK_SUCCESS_SELECTED)  Constant value for a successful selection event via a mouse click |
| static int | [**NO\_SIDE**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#NO_SIDE)  A constant value for a position belonging to neither player |
| static int | [**NUM\_OF\_ANIMALS**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#NUM_OF_ANIMALS)  The constant value for the default number of animals, per side, on a game board |
| static int | [**ON\_TRAP**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#ON_TRAP)  Constant indicator value to determine if a piece is on a trap tile |
| static int | [**RED\_SIDE**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#RED_SIDE)  The constant value for the Red player |
| static int | [**RIGHT**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#RIGHT)  The constant value for Right on the board |
| static int | [**ROWS**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#ROWS)  The constant for the default number of rows on a game board |
| static int | [**STRONGEST\_PIECE\_RANK**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#STRONGEST_PIECE_RANK)  Constant value for the rank of the strongest piece on the board |
| static int | [**UP**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#UP)  The constant value for Up on the board |
| static int | [**WEAKEST\_PIECE\_RANK**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\ConstantValues.html#WEAKEST_PIECE_RANK)  Constant value for the rank of the lowest piece on the board |

**Class Coordinate**

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| **Constructors** | |
| **Constructor and Description** | |
| [**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html#Coordinate-int-int-)(int row, int column)  Create a new Coordinate using the passed in row and column. | |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| int | [**getColumn**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html#getColumn--)()  Returns the column position stored internally in the coordinte. |
| int | [**getRow**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html#getRow--)()  Returns the row position stored internally in the coordinte. |
| void | [**setColumn**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html#setColumn-int-)(int column)  Sets the column of the coordinate to the passed in value. |
| void | [**setRow**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html#setRow-int-)(int row)  Sets the row of the coordinate to the passed in value. |

**Class Game**

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| **Fields** | | |
| **Modifier and Type** | **Field and Description** | |
| protected java.util.ArrayList<[**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html)> | [**\_blackPieces**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Z:Z_blackPieces)  The list or Black's pieces | |
| protected int | [**\_currentTurn**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Z:Z_currentTurn)  Value for the which player is currently supposed to play, starts as RED\_SIDE | |
| protected **[GameBoard](file:///C:\\Users\\user\\Documents\\Jungle\\JungleStudentPackage\\JungleStudentApi\\StudentAPI2\\logic\\GameBoard.html" \o "class in logic)** | [**\_gameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Z:Z_gameBoard)  The GameBoard object in use by this Game | |
| protected int | [**\_gameMode**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Z:Z_gameMode)  Value for the game mode, default value is BOTH\_SIDES | |
| protected java.util.ArrayList<[**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html)> | [**\_graveYard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Z:Z_graveYard)  The list of pieces that have been captured during the game | |
| protected java.util.ArrayList<[**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html)> | [**\_redPieces**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Z:Z_redPieces)  The list of Red's pieces | |
| **Constructors** | | |
| **Constructor and Description** | | |
| [**Game**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Game--)()  Builds a default game as defined by initBoard and initPieces. | | |
| [**Game**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#Game-logic.GameBoard-)(**[GameBoard](file:///C:\\Users\\user\\Documents\\Jungle\\JungleStudentPackage\\JungleStudentApi\\StudentAPI2\\logic\\GameBoard.html" \o "class in logic)** gameBoard)  Builds a game using the passed in GameBoard. | | |
| **All Methods**[**Static Methods**](javascript:show(1);)[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | | |
| **Modifier and Type** | | **Method and Description** |
| boolean | | [**canMove**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#canMove-int-int-int-int-)(int row, int column, int newRow, int newColumn)  Given a starting row and column and an ending row and column (called newRow and newColumn), this method determines if the move is possible. |
| java.util.ArrayList<[**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html)> | | [**getBlackPieces**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getBlackPieces--)()  Returns an ArrayList containing Red's pieces. |
| int | | [**getCurrentTurn**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getCurrentTurn--)()  Returns the current turn. |
| [**GameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html) | | [**getGameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getGameBoard--)()  Allows the \_gameBoard field to be examined. |
| int | | [**getGameMode**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getGameMode--)()  Returns the game mode. |
| java.util.ArrayList<[**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)> | | [**getNextMove**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getNextMove-java.util.ArrayList-)(java.util.ArrayList<[**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html)> movesOfSide)  Returns the move the computer would make as black. |
| java.util.ArrayList<[**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)> | | [**getNextMoveBlack**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getNextMoveBlack--)()  Returns the move the computer would make as black. |
| java.util.ArrayList<[**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)> | | [**getNextMoveRed**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getNextMoveRed--)()  Returns the move the computer would make as red. |
| java.util.ArrayList<[**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html)> | | [**getRedPieces**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getRedPieces--)()  Returns an ArrayList containing Red's pieces. |
| [**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html) | | [**getTile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getTile-int-int-)(int row, int column)  Returns the tile at the given row and column indexes. |
| java.util.ArrayList<[**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)> | | [**getValidMoves**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#getValidMoves-int-int-)(int row, int column)  Given a row and column containing a piece, all of the valid moves are returned in an ArrayList<Tile>. |
| void | | [**initBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#initBoard--)()  Sets up the \_gameBoard field to be a standard Jungle board. |
| void | | [**initPieces**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#initPieces--)()  Clears all pieces from the board and places them in their starting positions. |
| void | | [**loadGame**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#loadGame-java.io.File-)(java.io.File placeToSaveTo)  Loads the state of a binary file. |
| static void | | [**main**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#main-java.lang.String:A-)(java.lang.String[] args)  Run a new game, using the given arguments. |
| void | | [**move**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#move-int-int-int-int-)(int row, int column, int newRow, int newColumn)  Given a starting row and column and an ending row and column (called newRow and newColumn), this method moves the piece found at the starting position if possible. |
| void | | [**saveGame**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#saveGame-java.io.File-)(java.io.File placeToSaveTo)  Saves the current state of the game to a binary file for later reading. |
| void | | [**setCurrentTurn**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#setCurrentTurn-int-)(int currentTurn)  Sets the variable used to determine who's turn it is. |
| void | | [**setGameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#setGameBoard-logic.GameBoard-)(**[GameBoard](file:///C:\\Users\\user\\Documents\\Jungle\\JungleStudentPackage\\JungleStudentApi\\StudentAPI2\\logic\\GameBoard.html" \o "class in logic)** gameBoard)  This method allows the \_gameBoard field that is used to store the game board internally, to be set. |
| void | | [**setGameMode**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#setGameMode-int-)(int gameMode)  Sets the game mode. |
| int | | [**whoWon**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Game.html#whoWon--)()  Determines who won or lost at any point during the game. |

**Class GameBoard**

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| **Constructors** | |
| **Constructor and Description** | |
| [**GameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#GameBoard--)()  Creates a new game board filled with regular tiles. | |
| [**GameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#GameBoard-logic.tile.Tile:A:A-)([**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)[][] gameBoard)  Creates a new game board based on a two dimensional array of tiles. | |
| **All Methods**[**Static Methods**](javascript:show(1);)[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| boolean | [**canMove**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#canMove-int-int-int-int-)(int row, int column, int newRow, int newColumn)  Given a starting row and column and an ending row and column (called newRow and newColumn), this method determines if the move is possible. |
| [**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)[][] | [**getGameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#getGameBoard--)()  Returns the two dimensional tile array used to represent the board internally. |
| [**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html) | [**getTile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#getTile-int-int-)(int row, int column)  Returns the tile at the given row and column indexes. |
| java.util.ArrayList<[**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)> | [**getValidMoves**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#getValidMoves-int-int-)(int row, int column)  Given a row and column containing a piece, all of the valid moves are returned in an ArrayList<Tile>. |
| static void | [**main**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#main-java.lang.String:A-)(java.lang.String[] args)  Start and initialize a new GameBoard. |
| [**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) | [**move**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#move-int-int-int-int-)(int row, int column, int newRow, int newColumn)  Given a starting row and column and an ending row and column (called newRow and newColumn), this method moves the piece found at the starting position if possible. |
| void | [**setGameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#setGameBoard-logic.tile.Tile:A:A-)([**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)[][] gameBoard)  Sets the game board to the passed in two dimensional array after validation. |
| boolean | [**validateGameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#validateGameBoard--)()  This method validates the \_gameBoard field by calling **[validateGameBoard](file:///C:\\Users\\user\\Documents\\Jungle\\JungleStudentPackage\\JungleStudentApi\\StudentAPI2\\logic\\GameBoard.html" \l "validateGameBoard-logic.tile.Tile:A:A-)** |
| static boolean | [**validateGameBoard**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\GameBoard.html#validateGameBoard-logic.tile.Tile:A:A-)([**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html)[][] gameBoard)  This method validates the passed in variable gameBoard. |

**Class GameView**

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| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**WINDOW\_HEIGHT**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\view\GameView.html#WINDOW_HEIGHT)  Default height for the window. |
| static int | [**WINDOW\_WIDTH**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\view\GameView.html#WINDOW_WIDTH)  Default width for the window. |

**Class InvalidMoveException**

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| **Constructors** |
| **Constructor and Description** |
| [**InvalidMoveException**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\InvalidMoveException.html#InvalidMoveException--)()  Creates a new InvalidMoveException. |
| [**InvalidMoveException**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\InvalidMoveException.html#InvalidMoveException-java.lang.String-)(java.lang.String message)  Creates a new InvalidMoveException using the passed in message. |

**Class Piece**

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| **Fields** | | |
| **Modifier and Type** | | **Field and Description** |
| protected [**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html) | | [**\_location**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#Z:Z_location)  The location of this Piece instance on the board |
| protected java.lang.String | | [**\_name**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#Z:Z_name)  The name of this Piece instance |
| protected int | | [**\_rank**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#Z:Z_rank)  The rank of this Piece instance |
| protected int | | [**\_side**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#Z:Z_side)  The value for the side that this Piece instance belongs to |
| protected int | | [**\_speed**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#Z:Z_speed)  The speed of this Piece instance |
| protected int | | [**\_usualRank**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#Z:Z_usualRank)  The usual rank this Piece instance should have, without any modifications |
| **Constructors** | | |
| **Constructor and Description** | | |
| [**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#Piece-int-int-int-java.lang.String-)(int side, int speed, int usualRank, java.lang.String name)  Builds a piece with the given parameters. | | |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Abstract Methods**](javascript:show(4);)[**Concrete Methods**](javascript:show(8);) | | |
| **Modifier and Type** | **Method and Description** | |
| abstract boolean | [**canTakePiece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#canTakePiece-logic.piece.Piece-)([**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) tryingToTake)  Defines the method that is used to determine if this piece can take another. | |
| boolean | [**equals**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#equals-java.lang.Object-)(java.lang.Object compareTo) | |
| [**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html) | [**getLocation**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#getLocation--)()  Returns the location of the current piece. | |
| java.lang.String | [**getName**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#getName--)()  Returns the name of the current piece. | |
| int | [**getRank**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#getRank--)()  Returns the rank of the current piece. | |
| int | [**getSide**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#getSide--)()  Returns the side a piece belongs to. | |
| int | [**getSpeed**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#getSpeed--)()  Returns the speed of the current piece. | |
| int | [**getUsualRank**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#getUsualRank--)()  Returns the usual rank of the current piece. | |
| void | [**resetRank**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#resetRank--)()  Resets the piece's \_rank to be the \_usualRank | |
| void | [**setLocation**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#setLocation-logic.Coordinate-)([**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html) location)  Sets the location to whatever value is passed in without validation. | |
| void | [**setName**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#setName-java.lang.String-)(java.lang.String name)  Sets the name to whatever value is passed in without validation. | |
| void | [**setRank**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#setRank-int-)(int rank)  Sets the rank to whatever value is passed in without validation. | |
| void | [**setSide**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#setSide-int-)(int side)  Sets the side the piece is on to whatever argument is passed in. | |
| void | [**setSpeed**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#setSpeed-int-)(int speed)  Sets the speed to whatever value is passed in without validation. | |
| void | [**setUsualRank**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html#setUsualRank-int-)(int rank)  Sets the usual rank to whatever value is passed in without validation. | |

**Class SameSideException**

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| **Constructors** |
| **Constructor and Description** |
| [**SameSideException**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\SameSideException.html#SameSideException--)()  Creates a new SameSideException. |
| [**SameSideException**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\SameSideException.html#SameSideException-java.lang.String-)(java.lang.String message)  Creates a new SameSideException using the passed in message. |

**Class StandardJunglePiece**

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| **Constructors** | |
| **Constructor and Description** | |
| [**StandardJunglePiece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\StandardJunglePiece.html#StandardJunglePiece-int-int-int-java.lang.String-)(int side, int speed, int rank, java.lang.String name)  Builds a piece with the given parameters. | |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| boolean | [**canTakePiece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\StandardJunglePiece.html#canTakePiece-logic.piece.Piece-)([**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) tryingToTake)  Defines the method that is used to determine if this piece can take another. |

**Class Tile**

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| **Constructors** | |
| **Constructor and Description** | |
| [**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#Tile-logic.Coordinate-)([**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html) location)  Creates a new tile based on the given location. | |
| [**Tile**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#Tile-logic.Coordinate-java.lang.String-)([**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html) location, java.lang.String name)  Creates a new tile based on the given location. | |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| boolean | [**canJumpOver**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#canJumpOver-logic.piece.Piece-)([**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) piece)  Determines if a given piece can jump over the tile. |
| boolean | [**canPieceEnter**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#canPieceEnter-logic.piece.Piece-)([**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) toPlace)  Determines if a piece can enter a square. |
| boolean | [**equals**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#equals-java.lang.Object-)(java.lang.Object compareTo) |
| [**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html) | [**getLocation**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#getLocation--)()  Returns the location of the current tile. |
| java.lang.String | [**getName**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#getName--)()  Get the name of the tile. |
| [**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) | [**getPlacedPiece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#getPlacedPiece--)()  Returns the piece placed on this tile. |
| [**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) | [**placePiece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#placePiece-logic.piece.Piece-)([**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) toPlace)  Attempts to place a piece onto the tile. |
| [**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) | [**removePiece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#removePiece--)()  Removes the piece from the tile. |
| void | [**setLocation**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#setLocation-logic.Coordinate-)([**Coordinate**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\Coordinate.html) location)  Sets the location to whatever value is passed in without validation. |
| void | [**setName**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#setName-java.lang.String-)(java.lang.String name)  Set the name of the tile. |
| void | [**setPlacedPiece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\tile\Tile.html#setPlacedPiece-logic.piece.Piece-)([**Piece**](file:///C:\Users\user\Documents\Jungle\JungleStudentPackage\JungleStudentApi\StudentAPI2\logic\piece\Piece.html) placedPiece)  Sets the piece currently on this tile to whatever value is passed in without validation. |