Class Troops

java.lang.Object
        Troops

```
public class Troops
extends java.lang.Object
```

Field Summary

Fields

Modifier and Type	Field and Description
int	buyValue
int	currentHealth
int	damage
boolean	hasAttacked
boolean	hasMoved
int	maxHealth
int	moveSpace
java.lang.String	playerTag
int	range
int	sellValue
boolean	status
java.lang.String	troopName
int	x
int	y

Constructor Summary

Constructors

Constructor and Description

```
Troops()

Troops(java.lang.String newTroopName, int newCurrentHealth, int newMaxHealth,
int newMoveSpace, int newRange, int newDamage, boolean newStatus, int newBuyValue,
int newSellValue)

Troops(java.lang.String name, java.lang.String tag)
```

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method and Description
void	gamePlayPrint()
boolean	getAttacked()
int	getBuyValue()
int	getCurrentHealth()
int	getDamage()
int	getMaxHealth()
boolean	getMoved()
int	getMoveSpace()
java.lang.String	getPlayer()
int	getRange()
int	getSellValue()
boolean	getStatus()
java.lang.String	getTroopName()
int	getX()
int	getY()
void	setAttacked(boolean attacked)
void	setBuyValue(int newBuyValue)
void	setCurrentHealth(int newCurrentHealth)
void	setDamage(int newDamage)
void	setMaxHealth(int newMaxHealth)
void	setMoved(boolean moved)
void	setMoveSpace(int newMoveSpace)
void	setPlayer(java.lang.String newPlayer)
void	setRange(int newRange)

void	**setSellValue**(int newSellValue)
void	**setStatus**(boolean newStatus)
void	**setTroopName**(java.lang.String newTroopName)
void	**setX**(int newX)
void	**setY**(int newY)
java.lang.String	**toString**()

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Detail

buyValue

public int buyValue

currentHealth

public int currentHealth
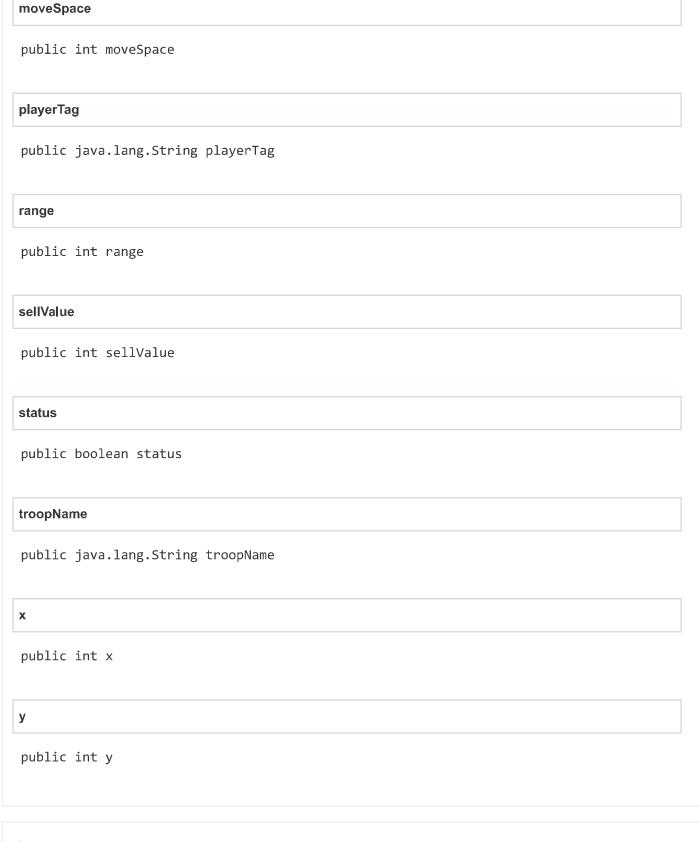
damage

public int damage

hasAttacked

public boolean hasAttacked

hasMoved

public boolean hasMoved

maxHealth

public int maxHealth

moveSpace

```
public int moveSpace
```

playerTag

```
public java.lang.String playerTag
```

range

```
public int range
```

sellValue

```
public int sellValue
```

status

```
public boolean status
```

troopName

```
public java.lang.String troopName
```

x

```
public int x
```

y

```
public int y
```

Constructor Detail

Troops

```
public Troops()
```

Troops

```
public Troops(java.lang.String newTroopName,
              int newCurrentHealth,
              int newMaxHealth,
              int newMoveSpace,
              int newRange,
              int newDamage,
              boolean newStatus,
              int newBuyValue,
              int newSellValue)
```

Troops

```
public Troops(java.lang.String name,
              java.lang.String tag)
```

Method Detail

gamePlayPrint

```
public void gamePlayPrint()
```

getAttacked

```
public boolean getAttacked()
```

getBuyValue

```
public int getBuyValue()
```

getCurrentHealth

```
public int getCurrentHealth()
```

getDamage

```
public int getDamage()
```

getMaxHealth

```
public int getMaxHealth()
```

getMoved

```
public boolean getMoved()
```

getMoveSpace

```
public int getMoveSpace()
```

getPlayer

```
public java.lang.String getPlayer()
```

getRange

```
public int getRange()
```

getSellValue

```
public int getSellValue()
```

getStatus

```
public boolean getStatus()
```

getTroopName

```
public java.lang.String getTroopName()
```

getX

```
public int getX()
```

getY

```
public int getY()
```

setAttacked

`public void setAttacked(boolean attacked)`

setBuyValue

`public void setBuyValue(int newBuyValue)`

setCurrentHealth

`public void setCurrentHealth(int newCurrentHealth)`

setDamage

`public void setDamage(int newDamage)`

setMaxHealth

`public void setMaxHealth(int newMaxHealth)`

setMoved

`public void setMoved(boolean moved)`

setMoveSpace

`public void setMoveSpace(int newMoveSpace)`

setPlayer

`public void setPlayer(java.lang.String newPlayer)`

setRange

`public void setRange(int newRange)`

setSellValue

`public void setSellValue(int newSellValue)`

setStatus

```
public void setStatus(boolean newStatus)
```

setTroopName

```
public void setTroopName(java.lang.String newTroopName)
```

setX

```
public void setX(int newX)
```

setY

```
public void setY(int newY)
```

toString

```
public java.lang.String toString()
```

Overrides:

toString in class java.lang.Object