

Class Battle

java.lang.Object
Battle

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

This class stores the battle data and handles how things happen inthe battle.

Field Summary

Fields

Modifier and Type	Field and Description
(package private) Troops [][]	battleField
(package private) Troops []	enemyTroops
(package private) PlayerData	playersData

Constructor Summary

Constructors

Constructor and Description
Battle (PlayerData playerData) Creates a new Battle.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
java.lang.String	attack (int x, int y, Troops selectedTroop) Makes the troop at the (x, y) cordinates take damage from the given troop if there is a valid troupe there and it is in range.
java.lang.String	checkFinished () Checks if the battle is over.

void	endTurn() Call at the end of a turn to reset the troops attack and move status.
java.lang.String	enemyTurn() executes the enemy's turn Returns a string that represents the results
java.lang.String	move(int x, int y, Troops selectedTroop) Moves the given troop to the location on the battle field given by x and y if it is a valid location.
void	printBattleField() Prints out the battle field.
Troops	selectUnit(int x, int y) Returns the troop in the BattleField at x and y.
void	setEnemyTroops() Creates a random number of enemy units ≥ 1 and \leq player troops number +1 and places them on the battle field.
void	setPlayerTroops() Places the player troops on the battle field.

Methods inherited from class java.lang.Object

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

Field Detail

battleField

Troops[][] battleField

enemyTroops

Troops[] enemyTroops

playersData

PlayerData playersData

Constructor Detail

Battle

```
public Battle(PlayerData playerData)
```

Creates a new Battle. Requires the player data.

Method Detail**attack**

```
public java.lang.String attack(int x,  
                               int y,  
                               Troops selectedTroop)
```

Makes the troop at the (x, y) coordinates take damage from the given troop if there is a valid troupe there and it is in range. Returns a string representing the results of the attack.

checkFinished

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

Checks if the battle is over. Returns a String representing who won. "Player won!" or "Enemy won!" If the battle is not over it returns an empty string. ""

endTurn

```
public void endTurn()
```

Call at the end of a turn to reset the troops attack and move status.

enemyTurn

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

executes the enemy's turn Returns a string that represents the results

move

```
public java.lang.String move(int x,  
                             int y,  
                             Troops selectedTroop)
```

Moves the given troop to the location on the battle field given by x and y if it is a valid location. Returns a string representing what happened.

printBattleField

```
public void printBattleField()
```

Prints out the battle field.

selectUnit

```
public Troops selectUnit(int x,  
                          int y)
```

Returns the troop in the BattleField at x and y. Returns null if the spot is empty.

setEnemyTroops

```
public void setEnemyTroops()
```

Creates a random number of enemy units ≥ 1 and \leq player troops number +1 and places them on the battle field.

setPlayerTroops

```
public void setPlayerTroops()
```

Places the player troops on the battle field.

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