

Class Location

[java.lang.Object](#)

Location

```
public class Location extends Object
```

This class is responsible for handling the location nodes.

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Constructor Summary

[Location](#)([String](#) location)
Initialises a location.

Method Summary

String	getImagePath (String currentOrientation)
Location	getNextLocation (String currentOrientation)
String	getString ()
javafx.scene.image.Image	getView (String currentOrientation)
void	set (String direction, String picturePath, Location nextLocation) This method is responsible for asociating the directions of a location with their view, a picture, and with the next room in the given direction.

Methods inherited from class java.lang.[Object](#)

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

Constructor Detail

Location

```
public Location(String location)
    Initialises a location.
```

Method Detail

getImagePath

```
public String getImagePath(String currentOrientation)
    Parameters:
        The - current orientation in the game
        The - current location in the game
    Returns:
        The picture path of the current view
```

getNextLocation

```
public Location getNextLocation(String currentOrientation)
    Parameters:
        The - current orientation in the game
        The - current location in the game
    Returns:
        The next location
```

getString

```
public String getString()
    Returns:
        The brief description stored.
```

getView

```
public javafx.scene.image.Image getView(String currentOrientation)
    Parameters:
        The - current orientation in the game
        The - current location in the game
    Returns:
        The picture of the current view
```

set

```
public void set(String direction,  
                String picturePath,  
                Location nextLocation)
```

This method is responsible for associating the directions of a location with their view, a picture, and with the next room in the given direction.

Parameters:

`direction` - The cardinal direction

`picture` - The name of the picture file

`nextLocation` - The next room in the given direction

[Package](#) [Class](#) [Tree](#) [Index](#) [Help](#)

[FRAMES](#) [NO FRAMES](#)

[PREV CLASS](#) [NEXT CLASS](#)

[All Classes](#)

SUMMARY: NESTED | FIELD | [CONSTR](#) | [METHOD](#)

DETAIL: FIELD | [CONSTR](#) | [METHOD](#)
