

# All Packages

Package Summary	
Package	Description
pl.pwr.simulation.application	
pl.pwr.simulation.map	
pl.pwr.simulation.units	
pl.pwr.simulation.units.generator	
pl.pwr.simulation.writer	

# All Classes and Interfaces

All Classes and Interfaces	Interfaces	Classes
Class	Description	
Application		
ApplicationArguments		
ArgumentParser		
Coordinates		
Event		
Field		
Names		
RandomGenerator		
RandomInterface		
RandomSquadGeneration		
SimulationMap		
SimulationPrinter		
SimulationRunner		
SimulationStats		
SimulationWriter		
Squad		
SquadOperations		
Unit		

# Hierarchy For All Packages

## Package Hierarchies:

pl.pwr.simulation.application, pl.pwr.simulation.map, pl.pwr.simulation.units,  
pl.pwr.simulation.units.generator, pl.pwr.simulation.writer

## Class Hierarchy

- java.lang.**Object**
  - pl.pwr.simulation.application.**Application**
  - pl.pwr.simulation.application.**ApplicationArguments**
  - pl.pwr.simulation.application.**ArgumentParser**
  - pl.pwr.simulation.map.**Coordinates**
  - pl.pwr.simulation.map.**Field**
  - pl.pwr.simulation.units.generator.**Names**
  - pl.pwr.simulation.map.**RandomGenerator**
  - pl.pwr.simulation.units.generator.**RandomSquadGeneration**
  - pl.pwr.simulation.map.**SimulationMap**
  - pl.pwr.simulation.writer.**SimulationPrinter**
  - pl.pwr.simulation.application.**SimulationRunner**
  - pl.pwr.simulation.writer.**SimulationStats**
  - pl.pwr.simulation.writer.**SimulationWriter**
  - pl.pwr.simulation.units.**Squad**
  - pl.pwr.simulation.units.**SquadOperations**

## Interface Hierarchy

- pl.pwr.simulation.units.**Event**
- pl.pwr.simulation.map.**RandomInterface**
- pl.pwr.simulation.units.**Unit**

# Package pl.pwr.simulation.application

package pl.pwr.simulation.application

Classes	
Class	Description
Application	
ApplicationArguments	
ArgumentParser	
SimulationRunner	

# Hierarchy For Package pl.pwr.simulation.application

## Package Hierarchies:

All Packages

## Class Hierarchy

- java.lang.**Object**
  - pl.pwr.simulation.application.**Application**
  - pl.pwr.simulation.application.**ApplicationArguments**
  - pl.pwr.simulation.application.**ArgumentParser**
  - pl.pwr.simulation.application.**SimulationRunner**

**Package** pl.pwr.simulation.application

# Class Application

java.lang.Object  
pl.pwr.simulation.application.Application

public class **Application**  
extends Object

## Constructor Summary

### Constructors

Constructor	Description
<a href="#">Application()</a>	

## Method Summary

**All Methods**   **Static Methods**   **Concrete Methods**

Modifier and Type	Method	Description
static void	<a href="#">main(String [] args)</a>	

### Methods inherited from class java.lang.Object

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

## Constructor Details

### Application

public Application()

## Method Details

### main

public static void main(String [] args)  
throws Exception

**Throws:**

Exception

**Package** pl.pwr.simulation.application

## Class **ApplicationArguments**

java.lang.Object  
pl.pwr.simulation.application.ApplicationArguments

public final class **ApplicationArguments**  
extends Object

### *Field Summary*

#### Fields

Modifier and Type	Field	Description
private final int	<b>amountOfSquads</b>	
private final int	<b>mapSize</b>	
private final int	<b>maxSquadSize</b>	

### *Constructor Summary*

#### Constructors

Constructor	Description
<b>ApplicationArguments</b> (int size, int maxSquadSize, int amountOfSquads)	



## Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
boolean	<code>checkArguments()</code>	
int	<code>getAmountOfSquads()</code>	
int	<code>getMapSize()</code>	
int	<code>getMaxSquadSize()</code>	
String	<code>toString()</code>	

### Methods inherited from class java.lang.Object

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

## Field Details

### mapSize

```
private final int mapSize
```

### maxSquadSize

```
private final int maxSquadSize
```

### amountOfSquads

```
private final int amountOfSquads
```

## Constructor Details

### ApplicationArguments

```
public ApplicationArguments(int size,
                             int maxSquadSize,
                             int amountOfSquads)
```

## Method Details

### getMaxSquadSize

```
public int getMaxSquadSize()
```

### getAmountOfSquads

```
public int getAmountOfSquads()
```

### getMapSize

```
public int getMapSize()
```

### toString

```
public String toString()
```

#### Overrides:

```
toString in class Object
```

### checkArguments

```
public boolean checkArguments()
```



**Package** pl.pwr.simulation.application

# Class **ArgumentParser**

java.lang.Object  
pl.pwr.simulation.application.ArgumentParser

public class **ArgumentParser**  
extends **Object**

## Constructor Summary

### Constructors

Constructor	Description
<b>ArgumentParser()</b>	

## Method Summary

- All Methods
- Instance Methods
- Concrete Methods

Modifier and Type	Method	Description
	<b>ApplicationArguments</b> <b>parse</b> (String [] args)	

### Methods inherited from class java.lang.Object

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

## Constructor Details

### ArgumentParser

public **ArgumentParser**()

## Method Details

### parse

public **ApplicationArguments** **parse**(String [] args)

**Package** pl.pwr.simulation.application

## Class SimulationRunner

java.lang.Object  
pl.pwr.simulation.application.SimulationRunner

public class **SimulationRunner**  
extends **Object**

### Field Summary

#### Fields

Modifier and Type	Field	Description
(package private)	<b>SquadOperations</b>	<b>operation</b>

### Constructor Summary

#### Constructors

Constructor	Description
<b>SimulationRunner()</b>	

### Method Summary

All Methods	Instance Methods	Concrete Methods	
Modifier and Type	Method		Description
private void	<b>changeField</b> ( <b>SimulationMap</b> simulationMap, <b>Field</b> field, <b>Coordinates</b> newCoordinates, <b>Coordinates</b> initialCords)		
private void	<b>chooseEvent</b> ( <b>Squad</b> squad, <b>Field</b> field, <b>Map</b> < <b>Squad</b> , <b>Coordinates</b> > squadLocation)		
private int	<b>countSquads</b> ( <b>SimulationMap</b> simulationMap)		
private <b>Squad</b>	<b>findSquadAtCoordinates</b> ( <b>Coordinates</b> cords, <b>SimulationMap</b> map)		
private void	<b>getResults</b> ( <b>SimulationStats</b> stats, <b>SimulationMap</b> simulationMap)		
private boolean	<b>nextRandomState</b> ()		

```

private void      printStats(int currentListIndex,
                             SimulationStats stats,
                             SimulationPrinter printer,
                             SimulationMap simulationMap, Field field)

private void      removeDeadSquadsFromList(List <Squad> list)

private void      resolveSquadMove(SimulationMap simulationMap,
                             Field field, Squad squad,
                             Coordinates newCords,
                             Coordinates initialCords)

private void      resolveSquadTurn(Squad squad,
                             SimulationPrinter printer,
                             SimulationMap simulationMap, Field field,
                             int currentListIndex)

void              runSimulation(SimulationMap simulationMap,
                             Field field, SimulationStats stats)

private void      squadStarvationCheck(Squad squad)

```

### Methods inherited from class java.lang.Object

```

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

```

## Field Details

### operation

```
SquadOperations operation
```

## Constructor Details

### SimulationRunner

```
public SimulationRunner()
```

## Method Details

### runSimulation

```
public void runSimulation(SimulationMap simulationMap,  
                          Field field,  
                          SimulationStats stats)  
    throws Exception
```

**Throws:**

Exception

## getResults

```
private void getResults(SimulationStats stats,  
                        SimulationMap simulationMap)  
    throws IOException
```

**Throws:**

IOException

## resolveSquadTurn

```
private void resolveSquadTurn(Squad squad,  
                              SimulationPrinter printer,  
                              SimulationMap simulationMap,  
                              Field field,  
                              int currentListIndex)  
    throws Exception
```

**Throws:**

Exception

## printStats

```
private void printStats(int currentListIndex,  
                        SimulationStats stats,  
                        SimulationPrinter printer,  
                        SimulationMap simulationMap,  
                        Field field)
```

## removeDeadSquadsFromList

```
private void removeDeadSquadsFromList(List <Squad> list)
```

## squadStarvationCheck

```
private void squadStarvationCheck(Squad squad)
```

## resolveSquadMove

```
private void resolveSquadMove(SimulationMap simulationMap,  
                             Field field,  
                             Squad squad,  
                             Coordinates newCords,  
                             Coordinates initialCords)  
    throws Exception
```

### Throws:

Exception

## nextRandomState

```
private boolean nextRandomState()
```

## findSquadAtCoordinates

```
private Squad findSquadAtCoordinates(Coordinates cords,  
                                     SimulationMap map)
```

## countSquads

```
private int countSquads(SimulationMap simulationMap)
```

## chooseEvent

```
private void chooseEvent(Squad squad,  
                         Field field,  
                         Map <Squad,Coordinates> squadLocation)
```

## changeField

```
private void changeField(SimulationMap simulationMap,  
                         Field field,  
                         Coordinates newCoordinates,  
                         Coordinates initialCords)
```



# Package pl.pwr.simulation.map

package pl.pwr.simulation.map

All Classes and Interfaces		Interfaces	Classes
Class	Description		
Coordinates			
Field			
RandomGenerator			
RandomInterface			
SimulationMap			

**Package** `pl.pwr.simulation.map`

# Class Coordinates

`java.lang.Object`  
`pl.pwr.simulation.map.Coordinates`

`public class Coordinates`  
`extends Object`

## Field Summary

### Fields

Modifier and Type	Field	Description
private int	<code>x</code>	
private int	<code>y</code>	

## Constructor Summary

### Constructors

Constructor	Description
<code><b>Coordinates</b>()</code>	
<code><b>Coordinates</b>(int x, int y)</code>	

## Method Summary

### All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method	Description
int	<code><b>getX</b>()</code>	
int	<code><b>getY</b>()</code>	
void	<code><b>setX</b>(int x)</code>	
void	<code><b>setY</b>(int y)</code>	
<b>String</b>	<code><b>toString</b>()</code>	

### Methods inherited from class `java.lang.Object`

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

## Field Details

**x**

```
private int x
```

**y**

```
private int y
```

## Constructor Details

**Coordinates**

```
public Coordinates()
```

**Coordinates**

```
public Coordinates(int x,  
                   int y)
```

## Method Details

**setX**

```
public void setX(int x)
```

**setY**

```
public void setY(int y)
```

**getX**

```
public int getX()
```

**getY**

```
public int getY()
```

## toString

```
public String toString()
```

**Overrides:**

```
toString in class Object
```

**Package** `pl.pwr.simulation.map`

## Class Field

`java.lang.Object`

`pl.pwr.simulation.map.Field`

`public class Field`

`extends Object`

### Field Summary

#### Fields

Modifier and Type	Field	Description
(package private) <code>int[][]</code>	<code><b>fieldProperties</b></code>	
(package private) <code>int</code>	<code><b>size</b></code>	

### Constructor Summary

#### Constructors

Constructor	Description
<code><b>Field</b>(int mapSize, int amountOfSquads)</code>	

### Method Summary

#### All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method	Description
<code>void</code>	<code><b>changeTab</b>(int x, int y, int value)</code>	
<code>int[][]</code>	<code><b>getFieldProperties</b>()</code>	
<code>int</code>	<code><b>getSize</b>()</code>	

#### Methods inherited from class `java.lang.Object`

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

### Field Details

**size**

```
int size
```

### **fieldProperties**

```
int[][] fieldProperties
```

## ***Constructor Details***

### **Field**

```
public Field(int mapSize,  
             int amountOfSquads)
```

## ***Method Details***

### **changeTab**

```
public void changeTab(int x,  
                      int y,  
                      int value)
```

### **getSize**

```
public int getSize()
```

### **getFieldProperties**

```
public int[][] getFieldProperties()
```

**Package** `pl.pwr.simulation.map`

## Class RandomGenerator

`java.lang.Object`

`pl.pwr.simulation.map.RandomGenerator`

`public class RandomGenerator`

`extends Object`

### Field Summary

#### Fields

Modifier and Type	Field	Description
static <code>Random</code>	<code>random</code>	

### Constructor Summary

#### Constructors

Constructor	Description
<code>RandomGenerator()</code>	

### Method Summary

#### Methods inherited from class `java.lang.Object`

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

### Field Details

#### `random`

`public static Random random`

### Constructor Details

#### `RandomGenerator`

```
public RandomGenerator()
```



**Package** `pl.pwr.simulation.map`

# Interface RandomInterface

`public interface RandomInterface`

## Method Summary

**All Methods**    **Instance Methods**    **Abstract Methods**

Modifier and Type	Method	Description
boolean	<code>randomise(int variable)</code>	

## Method Details

<b>randomise</b>
<code>boolean randomise(int variable)</code>

**Package** `pl.pwr.simulation.map`

# Class SimulationMap

`java.lang.Object`  
`pl.pwr.simulation.map.SimulationMap`

`public class SimulationMap`  
`extends Object`

## Field Summary

### Fields

Modifier and Type	Field	Description
private <code>List</code> <code>&lt;Squad&gt;</code>	<code>squadList</code>	
private <code>Map</code> <code>&lt;Squad, Coordinates&gt;</code>	<code>squadLocations</code>	
private final <code>Squad</code> <code>[][]</code>	<code>squadMap</code>	

## Constructor Summary

### Constructors

Constructor	Description
<code>SimulationMap(Field field, int maxSquadSize)</code>	

## Method Summary

All MethodsInstance MethodsConcrete Methods

Modifier and Type	Method	Description
void	<code>changeMapCoordinates(Squad squad, Coordinates newCords, Coordinates initialCords)</code>	
<code>Squad</code>	<code>checkSquadsInRange(Squad squad)</code>	
private int[]	<code>getRangeIterators(Squad squad, boolean isX)</code>	
<code>List</code> <code>&lt;Squad&gt;</code>	<code>getSquadList()</code>	
<code>Map</code> <code>&lt;Squad, Coordinates&gt;</code>	<code>getSquadLocations()</code>	
<code>Squad</code> <code>[][]</code>	<code>getSquadMap()</code>	

### Methods inherited from class java.lang.Object

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

## Field Details

### squadList

```
private List <Squad> squadList
```

### squadLocations

```
private Map <Squad,Coordinates> squadLocations
```

### squadMap

```
private final Squad[][] squadMap
```

## Constructor Details

### SimulationMap

```
public SimulationMap(Field field,  
                    int maxSquadSize)  
    throws IOException
```

#### Throws:

```
IOException
```

## Method Details

### getSquadList

```
public List <Squad> getSquadList()
```

### getSquadLocations

```
public Map <Squad,Coordinates> getSquadLocations()
```

**getSquadMap**

```
public Squad[][] getSquadMap()
```

**changeMapCoordinates**

```
public void changeMapCoordinates(Squad squad,  
                                Coordinates newCords,  
                                Coordinates initialCords)
```

**checkSquadsInRange**

```
public Squad checkSquadsInRange(Squad squad)
```

**getRangeIterators**

```
private int[] getRangeIterators(Squad squad,  
                                boolean isX)
```

# Package pl.pwr.simulation.units

package pl.pwr.simulation.units

## Related Packages

Package	Description
<a href="#">pl.pwr.simulation.units.generator</a>	

All Classes and Interfaces

Interfaces

Classes

Class	Description
<a href="#">Event</a>	
<a href="#">Squad</a>	
<a href="#">SquadOperations</a>	
<a href="#">Unit</a>	

**Package** `pl.pwr.simulation.units`

# Interface Event

public interface **Event**

## Method Summary

**All Methods**    **Instance Methods**    **Abstract Methods**

Modifier and Type	Method	Description
void	<code>apply(Squad squad)</code>	

## Method Details

<b>apply</b>
<code>void apply(Squad squad)</code>

**Package** `pl.pwr.simulation.units`

# Class Squad

`java.lang.Object`  
`pl.pwr.simulation.units.Squad`

`public class Squad`  
`extends Object`

## Field Summary

### Fields

Modifier and Type	Field	Description
private <code>Unit</code>	<code>archer</code>	
private <code>int</code>	<code>archersDamage</code>	
private <code>int</code>	<code>archersHealth</code>	
private <code>int</code>	<code>archersQuantity</code>	
private <code>double</code>	<code>archersSpeed</code>	
private <code>boolean</code>	<code>exists</code>	
private <code>int</code>	<code>foodQuantity</code>	
private <code>Unit</code>	<code>horseman</code>	
private <code>int</code>	<code>horsemanHealth</code>	
private <code>int</code>	<code>horsemanQuantity</code>	
private <code>double</code>	<code>horsemenSpeed</code>	
private <code>int</code>	<code>meleeDamage</code>	
private <code>String</code>	<code>name</code>	
private <code>Unit</code>	<code>soldier</code>	
private <code>int</code>	<code>soldiersHealth</code>	
private <code>int</code>	<code>soldiersQuantity</code>	
private <code>double</code>	<code>soldiersSpeed</code>	
private <code>int</code>	<code>squadHealth</code>	
private <code>int</code>	<code>squadId</code>	
private <code>double</code>	<code>squadMapSpeed</code>	
private <code>int</code>	<code>squadQuantity</code>	

Constructor Summary

Constructors

Constructor	Description
<code>Squad(int squadId)</code>	
<code>Squad(int archersQuantity, int soldiersQuantity, int horsemanQuantity, int foodQuantity, <b>String</b> name, int squadId, int mapSize)</code>	

Method Summary

All Methods	Instance Methods	Concrete Methods	
Modifier and Type	Method		Description
<b>Unit</b>	<code>getArcher()</code>		
int	<code>getArchersDamage()</code>		
int	<code>getArchersHealth()</code>		
int	<code>getArchersQuantity()</code>		
int	<code>getDamage()</code>		
int	<code>getFoodQuantity()</code>		
<b>Unit</b>	<code>getHorseman()</code>		
int	<code>getHorsemanHealth()</code>		
int	<code>getHorsemanQuantity()</code>		
int	<code>getMeleeDamage()</code>		
<b>String</b>	<code>getName()</code>		
<b>Unit</b>	<code>getSoldier()</code>		
int	<code>getSoldiersHealth()</code>		
int	<code>getSoldiersQuantity()</code>		
int	<code>getSquadHealth()</code>		
int	<code>getSquadId()</code>		
double	<code>getSquadMapSpeed()</code>		
int	<code>getSquadQuantity()</code>		
boolean	<code>ifExists()</code>		
void	<code>removeSquad()</code>		
void	<code>setArcher(<b>Unit</b> archer)</code>		
void	<code>setArchersHealth(int archersHealth)</code>		



```
void          setArchersQuantity(int archersQuantity)
void          setFoodQuantity(int foodQuantity)
void          setHorseman(Unit horseman)
void          setHorsemanHealth(int horsemanHealth)
void          setHorsemanQuantity(int horsemanQuantity)
void          setSoldier(Unit soldier)
void          setSoldiersHealth(int soldiersHealth)
void          setSoldiersQuantity(int soldiersQuantity)
void          setSquadMapSpeed(double squadMapSpeed)
void          setStats()
```

### Methods inherited from class `java.lang.Object`

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

## Field Details

### **exists**

private boolean exists

### **archer**

private Unit archer

### **soldier**

private Unit soldier

### **horseman**

private Unit horseman

### **squadQuantity**

private int squadQuantity

**archersQuantity**

```
private int archersQuantity
```

**soldiersQuantity**

```
private int soldiersQuantity
```

**horsemanQuantity**

```
private int horsemanQuantity
```

**archersHealth**

```
private int archersHealth
```

**soldiersHealth**

```
private int soldiersHealth
```

**horsemanHealth**

```
private int horsemanHealth
```

**archersDamage**

```
private int archersDamage
```

**meleeDamage**

```
private int meleeDamage
```

**soldiersSpeed**

```
private double soldiersSpeed
```

**archersSpeed**

```
private double archersSpeed
```

**horsemenSpeed**

```
private double horsemenSpeed
```

**squadMapSpeed**

```
private double squadMapSpeed
```

**squadHealth**

```
private int squadHealth
```

**foodQuantity**

```
private int foodQuantity
```

**name**

```
private String name
```

**squadId**

```
private int squadId
```

**Constructor Details****Squad**

```
public Squad(int squadId)
```

**Squad**

```
public Squad(int archersQuantity,  
             int soldiersQuantity,  
             int horsemanQuantity,  
             int foodQuantity,  
             String name,  
             int squadId,  
             int mapSize)
```

## Method Details

### setFoodQuantity

```
public void setFoodQuantity(int foodQuantity)
```

### getArcher

```
public Unit getArcher()
```

### setArcher

```
public void setArcher(Unit archer)
```

### getSoldier

```
public Unit getSoldier()
```

### setSoldier

```
public void setSoldier(Unit soldier)
```

### getHorseman

```
public Unit getHorseman()
```

### setHorseman

```
public void setHorseman(Unit horseman)
```

### getName

```
public String getName()
```

### ifExists

```
public boolean ifExists()
```

**getSquadQuantity**

```
public int getSquadQuantity()
```

**getArchersDamage**

```
public int getArchersDamage()
```

**getMeleeDamage**

```
public int getMeleeDamage()
```

**getArchersQuantity**

```
public int getArchersQuantity()
```

**setArchersQuantity**

```
public void setArchersQuantity(int archersQuantity)
```

**getSoldiersQuantity**

```
public int getSoldiersQuantity()
```

**setSoldiersQuantity**

```
public void setSoldiersQuantity(int soldiersQuantity)
```

**getHorsemanQuantity**

```
public int getHorsemanQuantity()
```

**setHorsemanQuantity**

```
public void setHorsemanQuantity(int horsemanQuantity)
```

**getArchersHealth**

```
public int getArchersHealth()
```

**setArchersHealth**

```
public void setArchersHealth(int archersHealth)
```

**getSoldiersHealth**

```
public int getSoldiersHealth()
```

**setSoldiersHealth**

```
public void setSoldiersHealth(int soldiersHealth)
```

**getHorsemanHealth**

```
public int getHorsemanHealth()
```

**setHorsemanHealth**

```
public void setHorsemanHealth(int horsemanHealth)
```

**setSquadMapSpeed**

```
public void setSquadMapSpeed(double squadMapSpeed)
```

**getDamage**

```
public int getDamage()
```

**getSquadHealth**

```
public int getSquadHealth()
```

**getSquadMapSpeed**

```
public double getSquadMapSpeed()
```

**getSquadId**

```
public int getSquadId()
```

**getFoodQuantity**

```
public int getFoodQuantity()
```

**removeSquad**

```
public void removeSquad()
```

**setStats**

```
public void setStats()
```

**Package** pl.pwr.simulation.units

# Class SquadOperations

java.lang.Object  
pl.pwr.simulation.units.SquadOperations

public class **SquadOperations**  
extends **Object**

## Field Summary

### Fields

Modifier and Type	Field	Description
private final	List <Event> <b>events</b>	

## Constructor Summary

### Constructors

Constructor	Description
<b>SquadOperations()</b>	

## Method Summary

**All Methods**   **Instance Methods**   **Concrete Methods**

Modifier and Type	Method	Description
int	<b>attackAll</b> (Squad squad)	
int	<b>attackArchers</b> (Squad squad)	
void	<b>chooseUnitsToDie</b> (int damage, Squad squad)	
Squad	<b>connectSquads</b> (Squad squad1, Squad squad2, int mapSize)	
void	<b>defence</b> (int damage, Squad squad)	
List <Event>	<b>getEvents</b> ()	
Coordinates	<b>move</b> (Field field, Squad squad, Map <Squad, Coordinates> squadLocation)	
int	<b>starvationCheck</b> (Squad squad)	

### Methods inherited from class java.lang.Object



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

## Field Details

### events

```
private final List <Event> events
```

## Constructor Details

### SquadOperations

```
public SquadOperations()
```

## Method Details

### attackAll

```
public int attackAll(Squad squad)
```

### attackArchers

```
public int attackArchers(Squad squad)
```

### getEvents

```
public List <Event> getEvents()
```

### move

```
public Coordinates move(Field field,  
                        Squad squad,  
                        Map <Squad,Coordinates> squadLocation)
```

### defence

```
public void defence(int damage,  
                    Squad squad)
```

### starvationCheck

```
public int starvationCheck(Squad squad)
```

### chooseUnitsToDie

```
public void chooseUnitsToDie(int damage,  
                             Squad squad)
```

### connectSquads

```
public Squad connectSquads(Squad squad1,  
                           Squad squad2,  
                           int mapSize)
```

**Package** `pl.pwr.simulation.units`

# Interface Unit

public interface **Unit**

## Method Summary

<b>All Methods</b> <b>Instance Methods</b> <b>Abstract Methods</b>		
<b>Modifier and Type</b>	<b>Method</b>	<b>Description</b>
int	<code>getDamage()</code>	
int	<code>getHealth()</code>	

## Method Details

**getDamage**

int getDamage()

**getHealth**

int getHealth()

# Package pl.pwr.simulation.units.generator

package pl.pwr.simulation.units.generator

## Related Packages

Package	Description
pl.pwr.simulation.units	

## Classes

Class	Description
Names	
RandomSquadGeneration	

**Package** pl.pwr.simulation.units.generator

# Class Names

java.lang.Object  
pl.pwr.simulation.units.generator.Names

public class **Names**  
extends **Object**

## Field Summary

### Fields

Modifier and Type	Field	Description
private final <b>List</b> < <b>String</b> >	<b>names1</b>	
private final <b>List</b> < <b>String</b> >	<b>names2</b>	

## Constructor Summary

### Constructors

Constructor	Description
<b>Names</b> ()	

## Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
<b>List</b> < <b>String</b> >	<b>getNames1()</b>	
<b>List</b> < <b>String</b> >	<b>getNames2()</b>	

Methods inherited from class java.lang.Object

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

## Field Details

**names1**

private final **List** <**String** > names1

**names2**

```
private final List <String > names2
```

**Constructor Details****Names**

```
public Names()  
    throws IOException
```

**Throws:**

```
IOException
```

**Method Details****getNames1**

```
public List <String > getNames1()
```

**getNames2**

```
public List <String > getNames2()
```

**Package** `pl.pwr.simulation.units.generator`

# Class RandomSquadGeneration

`java.lang.Object`  
`pl.pwr.simulation.units.generator.RandomSquadGeneration`

`public class RandomSquadGeneration`  
`extends Object`

## Constructor Summary

### Constructors

Constructor	Description
<code>RandomSquadGeneration()</code>	

## Method Summary

**All Methods**   **Instance Methods**   **Concrete Methods**

Modifier and Type	Method	Description
<b>Squad</b>	<code>randomSquad(int maxSquadSize, int mapSize, int id)</code>	

### Methods inherited from class `java.lang.Object`

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

## Constructor Details

### RandomSquadGeneration

`public RandomSquadGeneration()`

## Method Details

### randomSquad

```
public Squad randomSquad(int maxSquadSize,  
                          int mapSize,  
                          int id)  
    throws IOException
```

**Throws:**

IOException



## Package **pl.pwr.simulation.writer**

---

package pl.pwr.simulation.writer

### Classes

Class	Description
-------	-------------

<b>SimulationPrinter</b>	
--------------------------	--

<b>SimulationStats</b>	
------------------------	--

<b>SimulationWriter</b>	
-------------------------	--

**Package** `pl.pwr.simulation.writer`

# Class SimulationPrinter

`java.lang.Object`  
`pl.pwr.simulation.writer.SimulationPrinter`

`public final class SimulationPrinter`  
`extends Object`

## Constructor Summary

### Constructors

Constructor	Description
<code>SimulationPrinter()</code>	

## Method Summary

**All Methods**   **Instance Methods**   **Concrete Methods**

Modifier and Type	Method	Description
<code>void</code>	<code>print(Squad squad, Map &lt;Squad, Coordinates&gt; squadLocation)</code>	
<code>void</code>	<code>print(SimulationStats stats)</code>	
<code>void</code>	<code>printMap(Field field, SimulationMap simulationMap)</code>	
<code>void</code>	<code>printResults(SimulationStats stats)</code>	

### Methods inherited from class `java.lang.Object`

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

## Constructor Details

### SimulationPrinter

`public SimulationPrinter()`

## Method Details

**printResults**

```
public void printResults(SimulationStats stats)
```

**print**

```
public void print(SimulationStats stats)
```

**print**

```
public void print(Squad squad,  
                 Map <Squad,Coordinates> squadLocation)
```

**printMap**

```
public void printMap(Field field,  
                    SimulationMap simulationMap)
```

**Package** `pl.pwr.simulation.writer`

# Class SimulationStats

`java.lang.Object`  
`pl.pwr.simulation.writer.SimulationStats`

`public final class SimulationStats`  
`extends Object`

## Field Summary

### Fields

Modifier and Type	Field	Description
static int	<code>howManyKilled</code>	
static int	<code>howManyStarved</code>	
int	<code>simulationDuration</code>	
int	<code>squadsQuantity</code>	
static int	<code>unitsQuantity</code>	

## Constructor Summary

### Constructors

Constructor	Description
<code>SimulationStats()</code>	

## Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
int	<code>getSimulationDuration()</code>	
int	<code>getSquadsQuantity()</code>	
void	<code>increaseDuration()</code>	
void	<code>setSquadsQuantity(int squadsQuantity)</code>	

### Methods inherited from class java.lang.Object

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

## Field Details

### simulationDuration

```
public int simulationDuration
```

### squadsQuantity

```
public int squadsQuantity
```

### unitsQuantity

```
public static int unitsQuantity
```

### howManyKilled

```
public static int howManyKilled
```

### howManyStarved

```
public static int howManyStarved
```

## Constructor Details

### SimulationStats

```
public SimulationStats()
```

## Method Details

### increaseDuration

```
public void increaseDuration()
```

### setSquadsQuantity

```
public void setSquadsQuantity(int squadsQuantity)
```

### **getSimulationDuration**

```
public int getSimulationDuration()
```

### **getSquadsQuantity**

```
public int getSquadsQuantity()
```

**Package** `pl.pwr.simulation.writer`

# Class SimulationWriter

`java.lang.Object`  
`pl.pwr.simulation.writer.SimulationWriter`

`public final class SimulationWriter`  
`extends Object`

## Field Summary

### Fields

Modifier and Type	Field	Description
(package private) <code>File</code>	<code>file</code>	

## Constructor Summary

### Constructors

Constructor	Description
<code>SimulationWriter(SimulationStats stats)</code>	
<code>SimulationWriter(SimulationStats stats, Squad squad)</code>	

## Method Summary

**Methods inherited from class `java.lang.Object`**

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

## Field Details

<b>file</b>
<code>File</code> <code>file</code>

## Constructor Details

## SimulationWriter

```
public SimulationWriter(SimulationStats stats,  
                        Squad squad)  
    throws IOException
```

**Throws:**

IOException

## SimulationWriter

```
public SimulationWriter(SimulationStats stats)  
    throws IOException
```

**Throws:**

IOException



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**Application** - Class in pl.pwr.simulation.application

**Application()** - Constructor for class pl.pwr.simulation.application.Application

**ApplicationArguments** - Class in pl.pwr.simulation.application

**ApplicationArguments(int, int, int)** - Constructor for class pl.pwr.simulation.application.ApplicationArguments

**apply(Squad)** - Method in interface pl.pwr.simulation.units.Event

**archer** - Variable in class pl.pwr.simulation.units.Squad

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**archersQuantity** - Variable in class pl.pwr.simulation.units.Squad

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**ArgumentParser()** - Constructor for class pl.pwr.simulation.application.ArgumentParser

**attackAll(Squad)** - Method in class pl.pwr.simulation.units.SquadOperations

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**chooseUnitsToDie(int, Squad)** - Method in class pl.pwr.simulation.units.SquadOperations

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**getArchersDamage()** - Method in class pl.pwr.simulation.units.Squad

**getArchersHealth()** - Method in class pl.pwr.simulation.units.Squad

**getArchersQuantity()** - Method in class pl.pwr.simulation.units.Squad

**getDamage()** - Method in class pl.pwr.simulation.units.Squad

**getDamage()** - Method in interface pl.pwr.simulation.units.Unit

**getEvents()** - Method in class pl.pwr.simulation.units.SquadOperations

**getFieldProperties()** - Method in class pl.pwr.simulation.map.Field

**getFoodQuantity()** - Method in class pl.pwr.simulation.units.Squad

**getHealth()** - Method in interface pl.pwr.simulation.units.Unit

**getHorseman()** - Method in class pl.pwr.simulation.units.Squad

**getHorsemanHealth()** - Method in class pl.pwr.simulation.units.Squad

**getHorsemanQuantity()** - Method in class pl.pwr.simulation.units.Squad

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- horsemenSpeed** - Variable in class pl.pwr.simulation.units.Squad
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- setHorseman(Unit)** - Method in class pl.pwr.simulation.units.Squad
- setHorsemanHealth(int)** - Method in class pl.pwr.simulation.units.Squad
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- SimulationStats()** - Constructor for class pl.pwr.simulation.writer.SimulationStats
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**soldiersQuantity** - Variable in class pl.pwr.simulation.units.Squad

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**squadStarvationCheck(Squad)** - Method in class  
pl.pwr.simulation.application.SimulationRunner

**starvationCheck(Squad)** - Method in class pl.pwr.simulation.units.SquadOperations

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## **T**

**toString()** - Method in class pl.pwr.simulation.application.ApplicationArguments

**toString()** - Method in class pl.pwr.simulation.map.Coordinates

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## **U**

**Unit** - Interface in `pl.pwr.simulation.units`

**unitsQuantity** - Static variable in class `pl.pwr.simulation.writer.SimulationStats`

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## **X**

**x** - Variable in class pl.pwr.simulation.map.Coordinates

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## **Y**

**y** - Variable in class pl.pwr.simulation.map.Coordinates

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