

```

1  /**
2  * Key.java
3  * for Adventure Time
4  * Created by: Jessenia Aguilar-Hernandez
5  * Modified By: Lauren Luo & Adrianna Valle
6  *
7  * This class creates Key Objects for the Game. It takes in the image name,
8  * the message that is given when the key is selected and a message that is given,
9  * when the key is not the correct one.
10 */
11
12 public class Key implements Comparable<Key> {
13     //instance variables
14     private String keyName; //the name of the object
15     private String activeMsg; //response if key is active
16     private String inactiveMsg; //response if key is inactive
17
18     /**
19     * Constructor takes in key name and text for user interaction purposes
20     */
21     public Key(String k, String activeMsg, String inactiveMsg){
22         keyName = k;
23         this.activeMsg = activeMsg;
24         this.inactiveMsg = inactiveMsg;
25     }
26
27     /**
28     * Returns the name of the key
29     */
30     public String getName(){
31         return keyName;
32     }
33
34     /** Returns response of key when first selected. */
35     public String getActiveMsg(){
36         return activeMsg;
37     }
38
39     /** Returns the response of the key if not the correct key. */
40     public String getInactiveMsg(){
41         return inactiveMsg;
42     }
43
44     /** Returns an individual copy of the key */
45     public Key copyKey() {
46         return new Key(keyName, activeMsg, inactiveMsg);
47     }
48
49     /** Compares this key with other key object by comparing their string name */
50     public int compareTo(Key other) {
51         return keyName.compareTo(other.getName());
52     }
53
54     /** Returns a string representation of the key */
55     public String toString() {
56         return keyName;
57     }
58
59     public static void main(String[] args){
60         //Key el = new Key("apple");
61         //System.out.println(el.getKey());
62         //el.setInstructions("Find the item!");
63         //System.out.println(el.getInstructions());
64     }
65 }
66

```