

Package `ass3.mygame`

Class Room

`java.lang.Object`
`ass3.mygame.Room`

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

The Room class stores information about the room. It has room's name, description, lock status and list of items available in the room. Please see [RoomCreation](#) for list of rooms.

Version:

5.0

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Constructor Summary

Constructors

Constructor	Description
Room (<code>java.lang.String</code> name, <code>java.lang.String</code> description, <code>boolean</code> isLocked)	Constructor of the Room class.

Method Summary

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

Modifier and Type	Method	Description
<code>void</code>	addItemInRoom (<code>Item</code> item)	Method to add item into room
<code>java.lang.String</code>	getAllItems ()	Method to get all items name using <code>listOfItems()</code>
Room	getExit (<code>java.lang.String</code> direction)	Return the room that is reached if we go from

Modifier and Type	Method	Description
		this room in direction "direction".
boolean	getLockedStatus ()	Method getLockedStatus to get the lock status.
java.lang.String	getLongDescription ()	Return a description of the room in the example form: You are at the kitchen.
java.lang.String	getName ()	Method to get name of the room from the object.
Item	getRoomItem (java.lang.String stringItem)	Method getRoomItem to get the item object by the item name.
java.lang.String	getShortDescription ()	Method to get description of the room.
void	removeItemInRoom (Item item)	Method to remove item from room
void	setExit (java.lang.String direction, Room neighbor)	Define an exit from this room.
void	setLockedStatus (boolean newStatus)	Method to set the value for lock status.

Methods inherited from class java.lang.Object

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

Constructor Details

Room

```
public Room(java.lang.String name,
            java.lang.String description,
            boolean isLocked)
```

Constructor of the Room class. Create a room with a name, description and lock status. Initially, it has no exits. "description" is something like "kitchen" or "open court yard".

Parameters:

`name` - The name of the room.

`description` - The room's description.

`isLocked` - the lock status of the room.

Method Details

setExit

```
public void setExit(java.lang.String direction,  
                    Room neighbor)
```

Define an exit from this room.

Parameters:

`direction` - The direction of the exit.

`neighbor` - The room to which the exit leads.

getShortDescription

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

Method to get description of the room.

Returns:

The short description of the room (the one that was defined in the constructor).

getLongDescription

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

Return a description of the room in the example form: You are at the kitchen. The kitchen is big Exits: north There are some items to take: food.

Returns:

A long description of this room

getAllItems

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

Method to get all items name using `listOfItems()`

Returns:

A string contains all items available in room.

getExit

```
public Room getExit(java.lang.String direction)
```

Return the room that is reached if we go from this room in direction "direction". If there is no room in that direction, return null.

Parameters:

`direction` - The exit's direction.

Returns:

The room in the given direction.

getRoomItem

```
public Item getRoomItem(java.lang.String stringItem)
```

Method `getRoomItem` to get the item object by the item name.

Parameters:

`stringItem` - the name of the item.

Returns:

the item object from the room.

addItemInRoom

```
public void addItemInRoom(Item item)
```

Method to add item into room

Parameters:

`item` - The `Item` that needs to be added

removeItemInRoom

```
public void removeItemInRoom(Item item)
```

Method to remove item from room

Parameters:

item - The `Item` that needs to be removed

getLockedStatus

```
public boolean getLockedStatus()
```

Method `getLockedStatus` to get the lock status.

Returns:

True if the room is locked, otherwise false

setLockedStatus

```
public void setLockedStatus(boolean newStatus)
```

Method to set the value for lock status.

Parameters:

newStatus - The new status for the room, true is locked and false is unlocked

getName

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

Method to get name of the room from the object.

Returns:

A string which represents the name of room.