

Package `ass3.mygame`

Class Player

`java.lang.Object`
`ass3.mygame.Player`

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

The Player class stores information about the player, including items in inventory.

Version:

5.0

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See Also:

`Item`

Constructor Summary

Constructors

Constructor	Description
<code>Player ()</code>	Constructor of Player, initialise ArrayList of playerItem

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
<code>void</code>	<code>addItemInventory (<code>Item</code> item)</code>	Add an item to player's inventory
<code>Item</code>	<code>getPlayerItem (<code>java.lang.String</code> stringItem)</code>	The method to get item from player's inventory.
<code>java.lang.String</code>	<code>printAllInventory ()</code>	The method to print all inventory items

Modifier and Type	Method	Description
void	<code>removeItemInventory(Item item)</code>	Remove an item from player's inventory

Methods inherited from class java.lang.Object

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

Constructor Details

Player

```
public Player()
```

Constructor of Player, initialise ArrayList of playerItem

See Also:

ArrayList

Method Details

addItemInventory

```
public void addItemInventory(Item item)
```

Add an item to player's inventory

Parameters:

`item` - the `Item` that needs to be added to playerItem array

removeItemInventory

```
public void removeItemInventory(Item item)
```

Remove an item from player's inventory

Parameters:

`item` - the `Item` that needs to be removed from playerItem array (if exist)

getPlayerItem

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

The method to get item from player's inventory.

Parameters:

`stringItem` - the name of the item that need to be returned.

Returns:

the item that has been requested.

printAllInventory

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

The method to print all inventory items

Returns:

a string of all items name.