

Package `ass3.mygame`

Class Command

`java.lang.Object`
`ass3.mygame.Command`

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

The Command class is a combination of two strings.

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5.0

Author:

Cam Chuong Lac, Margi Patel

Constructor Summary

Constructors

Constructor	Description
<code>Command(java.lang.String firstWord, java.lang.String secondWord)</code>	Constructor of Command class.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
<code>java.lang.String</code>	<code>getCommandWord()</code>	Return the command word (the first word) of this command.
<code>java.lang.String</code>	<code>getSecondWord()</code>	Return the second command word of this command.
<code>boolean</code>	<code>hasSecondWord()</code>	Return the presence of the second command word.
<code>boolean</code>	<code>isUnknown()</code>	Return the validity of the commandWord.

Methods inherited from class java.lang.Object

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

Constructor Details

Command

```
public Command(java.lang.String firstWord,  
               java.lang.String secondWord)
```

Constructor of Command class. Create a command object. First and second word must be supplied, but either one (or both) can be null.

Parameters:

`firstWord` - The first word of the command. Null if the command was not recognised.

`secondWord` - The second word of the command.

Method Details

getCommandWord

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

Return the command word (the first word) of this command. If the command was not understood, the result is null.

Returns:

The command word.

getSecondWord

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

Return the second command word of this command. If the command was not understood, the result is null.

Returns:

The second word of this command. Returns null if there was no second word.

isUnknown

```
public boolean isUnknown()
```

Return the validity of the commandWord.

Returns:

true if this command was not understood.

hasSecondWord

```
public boolean hasSecondWord()
```

Return the presence of the second command word.

Returns:

true if the command has a second word.