

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)[ALL CLASSES](#)SEARCH: [SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#)[DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)**Package** [modele](#)

Class Hunter

```
java.lang.Object
  modele.Occupant
    modele.Character
      modele.Hunter
```

All Implemented Interfaces:[Moveable](#), [Questionable](#)

```
public class Hunter
  extends Character
```

Hunter class is a character that can move on the grid and try to find the treasure. It can pick up a pickaxe and a ladder (One of each at a time).

Constructor Summary

Constructors

Constructor	Description
Hunter (char name, Position position)	Create a hunter with a position and a random direction
Hunter (char name, Position position, int direction)	Create a hunter with a position and a direction

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
boolean	getLadder ()	
boolean	getPickaxe ()	
void	process (Character m)	Process the interaction between the hunter and an occupant it set the direction of the character to a random direction

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)[ALL CLASSES](#)SEARCH: [SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#)[DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)

Methods inherited from class `modele.Character`

`getDirection`, `getNextPosition`, `getWaitingTime`, `setDirection`,
`setNextPosition`, `setTempDir`, `setWaitingTime`, `toString`

Methods inherited from class `modele.Occupant`

`equals`, `getCol`, `getPosition`, `getRow`, `isStepEnabled`, `setPosition`

Methods inherited from class `java.lang.Object`

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

Constructor Detail

Hunter

```
public Hunter(char name,  
              Position position,  
              int direction)
```

Create a hunter with a position and a direction

Parameters:

`name` - the name of the hunter

`position` - the position of the hunter

`direction` - the direction of the hunter

Hunter

```
public Hunter(char name,  
              Position position)
```

Create a hunter with a position and a random direction

Parameters:

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)[ALL CLASSES](#)SEARCH: [SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#)[DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)

Method Detail

getPickaxe

```
public boolean getPickaxe()
```

Returns:

true if the hunter has a pickaxe

setPickaxe

```
public void setPickaxe(boolean pickaxe)
```

Set the pickaxe of the hunter to true or false

getLadder

```
public boolean getLadder()
```

Returns:

true if the hunter has a ladder

setLadder

```
public void setLadder(boolean ladder)
```

Set the ladder of the hunter to true or false

process

```
public void process(Character m)
```

Process the interaction between the hunter and an occupant it set the direction of the character to a random direction

Specified by:

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)

[ALL CLASSES](#)

SEARCH:

SUMMARY: [NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#)

DETAIL: [FIELD](#) | [CONSTR](#) | [METHOD](#)

m - the character to interact with

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)

[ALL CLASSES](#)

SUMMARY: [NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#)

DETAIL: [FIELD](#) | [CONSTR](#) | [METHOD](#)