

Package modele.occupant_no_moveable

Class Treasure

java.lang.Object
 modele.Occupant
 modele.occupant_no_moveable.Treasure

All Implemented Interfaces:

Questionable

public class **Treasure**
extends `Occupant`

Treasure is a class that represents the treasure in the game and the goal of the game is to find that treasure.

Constructor Summary

Constructors

Constructor	Description
<code>Treasure(Position position)</code>	Creates a new treasure at the given position.

Method Summary

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

Modifier and Type	Method	Description
void	<code>process(Character m)</code>	This method is used to process the treasure.
java.lang.String	<code>toString()</code>	This method is used to display the treasure.

Methods inherited from class modele.Occupant

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

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

Constructor Detail

Treasure

```
public Treasure(Position position)
```

Creates a new treasure at the given position.

Method Detail

process

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

This method is used to process the treasure. It does nothing because the end of the game is checked in the controller.

Specified by:

`process` in interface `Questionable`

Specified by:

`process` in class `Occupant`

Parameters:

`m` - the character that is on the treasure.

toString

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

This method is used to display the treasure.

Specified by:

`toString` in class `Occupant`

Returns:

the string representation of the treasure : '\$'.

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

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