OVERVIEW PACKAGE CLASS TREE DEPRECATED INDEX HELP

ALL CLASSES   SEARCH: [Search   ]

SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

Package modele

Interface Moveable

All Known Implementing Classes:

Character, Cheater, Hunter, WiseMan

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public interface **Moveable**

Interface for all the moveable objects

Method Summary

All Methods	Instance Methods	Abstract Methods	
Modifier and Type	**Method**		**Description**
int	**getDirection**()		Get the direction of the object
Position	**getNextPosition**()		Get the next position of the object
void	**setDirection** (int direction)		Set the direction of the object
void	**setNextPosition** (**Position** p)		Set the next position of the object

Method Detail

getNextPosition

Position getNextPosition()

Get the next position of the object

Returns:

the next position of the object

Parameters:

p - the new next position of the object

setDirection

```
void setDirection(int direction)
```

Set the direction of the object

getDirection

```
int getDirection()
```

Get the direction of the object

Returns:

the direction of the object