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## Class Wall

```
java.lang.Object
  modele.occupant_no_moveable.Wall
```

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

A wall is a linked list of stones. Liked list is used to make easier getting the first and the last stone of the wall. A wall has to be vertical or horizontal. A wall has to be built from left to right or from top to bottom.

### Constructor Summary

#### Constructors

Constructor	Description
<a href="#">Wall()</a>	Create a wall.

### Method Summary

All Methods	Instance Methods	Concrete Methods
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Modifier and Type	Method	Description
void	<a href="#">addStone</a> ( <a href="#">Stone</a> stone)	Add a stone to the wall.
<a href="#">Stone</a>	<a href="#">getFirst()</a>	Get the first stone of the wall.
<a href="#">Stone</a>	<a href="#">getLast()</a>	Get the last stone of the wall.
boolean	<a href="#">isVertical()</a>	Check if the wall is vertical or horizontal.
int	<a href="#">size()</a>	Get the size of the wall.

#### Methods inherited from class [java.lang.Object](#)

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## ***Constructor Detail***

### **Wall**

```
public Wall()
```

Create a wall.

## ***Method Detail***

### **addStone**

```
public void addStone(Stone stone)
```

Add a stone to the wall. A wall has to be vertical or horizontal. A wall has to be built from left to right or from top to bottom.

#### **Parameters:**

stone - the stone to add at the end of the wall.

### **getFirst**

```
public Stone getFirst()
```

Get the first stone of the wall.

#### **Returns:**

the first stone of the wall.

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the last stone of the wall.

**isVertical**

```
public boolean isVertical()
```

Check if the wall is vertical or horizontal.

**Returns:**

true if the wall is vertical, false otherwise.

**size**

```
public int size()
```

Get the size of the wall.

**Returns:**

the size of the wall.

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