

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

Class RoadMap

```
java.lang.Object
  modele.Occupant
    modele.occupant_no_moveable.RoadMap
```

All Implemented Interfaces:

[Questionable](#)

```
public class RoadMap
  extends Occupant
```

RoadMap is a class that represents the road map to the treasure it guides the hunter to the treasure by giving him the best direction to the treasure

Field Summary

Fields

Modifier and Type	Field	Description
Position	treasure	

Constructor Summary

Constructors

Constructor	Description
RoadMap(Position position, Position treasure)	Creates a new instance of RoadMap A road map can be walked on A road map always knows the position of the treasure

Method Summary

All Methods Instance Methods Concrete Methods

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

```
Get the string representation of the Road  
map
```

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
```

Field Detail

treasure

```
public Position treasure
```

Constructor Detail

RoadMap

```
public RoadMap(Position position,  
               Position treasure)
```

Creates a new instance of RoadMap A road map can be walked on A road map always knows the position of the treasure

Parameters:

position - the position of the road map

treasure - the position of the treasure

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

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

Process the hunter It changes the hunter's direction to the best direction to the treasure

Specified by:

[process](#) in interface [Questionable](#)

Specified by:

[process](#) in class [Occupant](#)

Parameters:

m - the hunter

toString

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

Get the string representation of the road map

Specified by:

[toString](#) in class [Occupant](#)

Returns:

the string representation of the road map : '?'

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