Package modele

Class Grid

java.lang.Object
    modele.Grid

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public class **Grid**
extends java.lang.Object

This class represents the grid of the game It is a map of positions and lists of occupants

Constructor Summary

Constructors

Constructor	Description
Grid()	Create a grid with a default height and width
Grid(int height, int width)	Create a grid with a given height and width

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method	Description
void	**add**(**Position** p, **Occupant** o)	Add an occupant at a given position
java.util.List<**Occupant**>	**get**(**Position** p)	Get the list of occupants at a given position
void	**remove** (**Position** p)	Remove all occupants at a given position Remove the position from the map
void	**remove** (**Position** p, **Occupant** o)	Remove an occupant at a given position Remove the position from the map if there is no occupant left

Methods inherited from class java.lang.Object

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

Constructor Detail

Grid

```
public Grid(int height,
            int width)
```

Create a grid with a given height and width

Parameters:

height - the height of the grid

width - the width of the grid

Grid

```
public Grid()
```

Create a grid with a default height and width

Method Detail

Parameters:

p - the position of the occupants

Returns:

the list of occupants at the given position or null if there is no occupant at this position

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add

```
public void add(Position p, Occupant o)
```

Add an occupant at a given position

Parameters:

p - the position of the occupant

o - the occupant to add

---

remove

```
public void remove(Position p, Occupant o)
```

Remove an occupant at a given position Remove the position from the map if there is no occupant left

Parameters:

p - the position of the occupant

o - the occupant to remove

---

remove

```
public void remove(Position p)
```

Remove all occupants at a given position Remove the position from the map

Parameters:

p - the position of the occupant

---

toString

toString in class java.lang.Object

Returns:

the string representation of the grid