SEARCH: [Search   ]

Package modele.occupant_no_moveable

Class Stone

java.lang.Object
        modele.Occupant
                modele.occupant_no_moveable.Stone

All Implemented Interfaces:

Questionable

---

public class **Stone**
extends Occupant

Stone class that makes up the walls

Constructor Summary

Constructors

Constructor	Description
Stone (**Position** position)	Constructor of the class Stone A stone is cannot be walked on

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method	Description
boolean	**isStoneBroken**()	Check if the stone is broken
void	**process** (**Character** m)	Process the interaction between a character and the stone It breaks the stone for a short period of time if the character has a pickaxe (only hunters can have a pickaxe) Otherwise, it will make the character go to the closest side of the wall using the tempDir attribute of the character
void	**setWall** (**Wall** wall)	Set the wall of the stone this function is called by the wall and only by the wall

OVERVIEW PACKAGE CLASS TREE DEPRECATED INDEX HELP

ALL CLASSES

SEARCH: _____

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

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

Constructor Detail

Stone

public Stone(Position position)

Constructor of the class Stone A stone is cannot be walked on

Parameters:

position - the position of the stone

Method Detail

process

public void process(Character m)

Process the interaction between a character and the stone It breaks the stone for a short period of time if the character has a pickaxe (only hunters can have a pickaxe) Otherwise, it will make the character go to the closest side of the wall using the tempDir attribute of the character

Specified by:

process in interface Questionable

Specified by:

process in class Occupant

OVERVIEW   PACKAGE   CLASS   TREE   DEPRECATED   INDEX   HELP

ALL CLASSES   SEARCH: _____

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

isStoneBroken

```
public boolean isStoneBroken()
```

Check if the stone is broken

Returns:

true if the stone is broken, false otherwise

setWall

```
public void setWall(Wall wall)
```

Set the wall of the stone this function is called by the wall and only by the wall

Parameters:

wall - the wall to set

toString

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

Return the string representation of the stone If the stone is broken, it will return " " for a short period of time and decrease the brokenTime attribute

Specified by:

toString in class Occupant

Returns:

the string representation of the stone : "#" if the stone is not broken, " " otherwise

OVERVIEW   PACKAGE   CLASS   TREE   DEPRECATED   INDEX   HELP

ALL CLASSES

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