Package modele

Class Border

java.lang.Object
    modele.Occupant
        modele.Border

All Implemented Interfaces:

Questionable

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public class **Border**
extends Occupant

A Border is an Occupant that can be found all around the grid. It makes the Character
bounce when it hits it.

Constructor Summary

Constructors

Constructor	Description
Border(**Position** position)	Creates a new Border at the given Position.

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method	Description
void	**process** (**Character** m)	Makes the given Character bounce when it hits the Border.
java.lang.String	**toString**()	Get the String representation of a Border.

Methods inherited from class modele.Occupant

equals, getCol, getPosition, getRow, isStepEnabled, setPosition

Methods inherited from class java.lang.Object

Constructor Detail

Border

```
public Border(Position position)
```

Creates a new Border at the given Position.

Parameters:

position - The Position of the new Border.

Method Detail

process

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

Makes the given Character bounce when it hits the Border. if the Character is going in a diagonal direction, it will bounce in the opposite diagonal direction. that direction is determined by a logical formula to avoid the repetition of code.

Specified by:

process in interface Questionable

Specified by:

process in class Occupant

Parameters:

m - The Character that hits the Border.

Specified by:

toString in class Occupant

Returns:

The String representation of a Border : '#'.