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Interface Questionable

All Known Implementing Classes:

[Border](#), [Character](#), [Cheater](#), [Glue](#), [Hunter](#), [Ladder](#), [Occupant](#), [Pickaxe](#), [RoadMap](#), [Stone](#), [Tool](#), [Treasure](#), [WiseMan](#)

```
public interface Questionable
```

Interface Questionnable A questionable object is an object that can interact with a character by processing that interaction.

Method Summary

All Methods	Instance Methods	Abstract Methods
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Modifier and Type	Method	Description
void	process (Character m)	Process the interaction between the Questionable and a character.

Method Detail

process

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

Process the interaction between the Questionable and a character.

Parameters:

m - the character to interact with

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