OVERVIEW PACKAGE CLASS TREE DEPRECATED INDEX HELP

ALL CLASSES   SEARCH: Search

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

Package modele

Class WiseMan

java.lang.Object
    modele.Occupant
        modele.Character
            modele.WiseMan

All Implemented Interfaces:

Moveable, Questionable

---

public class **WiseMan**
extends Character

The WiseMan class is a character that guides the hunter to the treasure by giving him the best direction to the treasure. A WiseMan always knows where the treasure is.

Constructor Summary

Constructors

Constructor	Description
WiseMan(**Position** position, **Position** treasure)	Create a WiseMan with a position and a treasure position

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method	Description
int	**getBestDirectionToTreasure** (**Position** treasure, **Position** hunter)	Get the best direction to the treasure.
void	**process**(**Character** m)	Process the interaction between the WiseMan and a character.

Methods inherited from class modele.Character

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

WiseMan

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

Create a WiseMan with a position and a treasure position

Parameters:

position - the position of the WiseMan

treasure - the position of the treasure

Method Detail

getBestDirectionToTreasure

```
public int getBestDirectionToTreasure(Position treasure, Position hunter)
```

Get the best direction to the treasure. It is used in the process method for hunters to guide them to the treasure.

Parameters:

treasure - the position of the treasure

Returns:

the best direction to the treasure

hunter, the WiseMan will guide him to the treasure. Otherwise, the WiseMan will give a random direction to the character.

Specified by:

process in interface Questionable

Specified by:

process in class Occupant

Parameters:

m - the character to interact with