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Class Pickaxe

```
java.lang.Object
  modele.Occupant
    modele.occupant_no_moveable.Tool
      modele.occupant_no_moveable.Pickaxe
```

All Implemented Interfaces:

[Questionable](#)

```
public class Pickaxe
  extends Tool
```

Pickaxe is a tool that can be used by the hunter to break a Stone of a Wall. It can be used only once and by only one hunter.

Constructor Summary

Constructors

Constructor	Description
Pickaxe (Position position)	Constructor of Pickaxe.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
void	process (Character m)	Process the interaction between the pickaxe and a character.
void	setUsability (boolean usability)	Set the usability of the pickaxe.
java.lang.String	toString ()	Return the string representation of the pickaxe if the pickaxe is usable, else return a space.

Methods inherited from class modele.[Occupant](#)

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Constructor Detail

Pickaxe

```
public Pickaxe(Position position)
```

Constructor of Pickaxe.

Parameters:

`position` - the position of the pickaxe.

Method Detail

setUsability

```
public void setUsability(boolean usability)
```

Set the usability of the pickaxe.

Parameters:

`usability` - the usability of the pickaxe.

process

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

Process the interaction between the pickaxe and a character. If the character is a hunter and the pickaxe is usable, the hunter picks up the pickaxe.

Specified by:

`process` in interface `Questionable`

Specified by:

`process` in class `Occupant`

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

Return the string representation of the pickaxe if the pickaxe is usable, else return a space.

Specified by:

[toString](#) in class [Occupant](#)

Returns:

the string representation of the pickaxe : '7'

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