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Class Character

```
java.lang.Object
  modele.Occupant
    modele.Character
```

All Implemented Interfaces:[Moveable](#), [Questionable](#)**Direct Known Subclasses:**[Cheater](#), [Hunter](#), [WiseMan](#)

```
public abstract class Character
  extends Occupant
  implements Moveable
```

A character is an occupant that can move. It has a direction and a temporary direction. The possible directions are: 0, 1, 2, 3, 4, 5, 6, 7 0 beeing right and the other directions going counter-clockwise.

Constructor Summary

Constructors**Constructor**

```
Character(char name,
Position position)
```

Description

Create a character with a position and a random direction

```
Character(char name,
Position position, int direction)
```

Create a character with a position and a direction

Method Summary

All Methods**Instance Methods****Concrete Methods****Modifier and Type****Method****Description**[int](#)[getDirection\(\)](#)

Give the direction of the character

[Position](#)[getNextPosition\(\)](#)

Give the next position of the character based on its direction Be very careful with this method as it does reset the

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| | | |
|-------------------------------|---|--|
| <code>void</code> | <code>setDirection</code> (int direction) | Set the direction of the character |
| <code>void</code> | <code>setNextPosition</code> (Position p) | Set the new position of the character |
| <code>void</code> | <code>setTempDir</code> (int tempDir) | Set the temporary direction of the character |
| <code>void</code> | <code>setWaitingTime</code> (int time) | Set the waiting time of the character before moving |
| <code>java.lang.String</code> | <code>toString()</code> | Give the string representation of the character being its name |

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

`equals, getCol, getPosition, getRow, isStepEnabled, process, setPosition`

Methods inherited from class [java.lang.Object](#)

`clone, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait`

Constructor Detail

Character

```
public Character(char name,  
                 Position position,  
                 int direction)
```

Create a character with a position and a direction

Parameters:

name - the name of the character

position - the position of the character

direction - the direction of the character

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Create a character with a position and a random direction

Parameters:

name - the name of the character

position - the position of the character

Method Detail

getDirection

```
public int getDirection()
```

Give the direction of the character

Specified by:

`getDirection` in interface `Moveable`

Returns:

the current direction of the character

setDirection

```
public void setDirection(int direction)
```

Set the direction of the character

Specified by:

`setDirection` in interface `Moveable`

Parameters:

direction - the new direction of the character

setTempDir

```
public void setTempDir(int tempDir)
```

Set the temporary direction of the character

Parameters:

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```
public Position getNextPosition()
```

Give the next position of the character based on its direction Be very careful with this method as it does reset the temporary direction

Specified by:

`getNextPosition` in interface `Moveable`

Returns:

the next position of the character

setNextPosition

```
public void setNextPosition(Position p)
```

Set the new position of the character

Specified by:

`setNextPosition` in interface `Moveable`

Parameters:

p - the new position of the character

toString

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

Give the string representation of the character being its name

Specified by:

`toString` in class `Occupant`

Returns:

the name of the character

getWaitingTime

```
public int getWaitingTime()
```

Give the waiting time of the character before moving

Returns:

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setWaitingTime

```
public void setWaitingTime(int time)
```

Set the waiting time of the character before moving

Parameters:

time - the new waiting time of the character

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