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APCS2 pd3
HW46 -- ...And Ever Upward
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Player()
<pre>private int points, strikes, level; private float sX, sY; getX(); getY(); getPoints(); getStrikes(); getLevel(); setX(float x); setY(float y); setPoints(int pt); setStrikes(int strk); setLevel(int lvl);</pre>

Ingredients()
<pre>float ix,iy; float x; String name; int w,h; color c; int status; Ingredients() Ingredients(Ingredients i) Ingredients getInstance() move() toString() getColor() getStatus() setStatus(int stat)</pre>

Meal()

```
ArrayList<Ingredients> breakfast = new ArrayList<Ingredients>();  
ArrayList<Ingredients> lunch = new ArrayList<Ingredients>();  
ArrayList<Ingredients> dinner = new ArrayList<Ingredients>();
```

Sandwich_Stacker() [Driver]

```
Int lvl  
Int time  
Int maxPoints  
Int currentScore  
Int allScore  
Boolean start  
ArrayList<int> highscores  
PImage img;  
PImage plateimg;  
int maxPoints, level;  
ALQueue<Ingredients> fallIngredients = new ALQueue<Ingredients>();  
ArrayList<Ingredients> gIngredients, bIngredients;  
ALStack<Ingredients> sandwich;  
ArrayList<Ingredients> holder = new ArrayList<Ingredients>();  
Meal meal = new Meal();  
Player playa = new Player();  
  
setup()  
draw()  
mouseMove()  
Win()  
setupLvl()
```