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## Uses of Class

### cs131.pa2.Abstract.Vehicle

Packages that use `Vehicle`

Package	Description
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cs131.pa2.Abstract

cs131.pa2.Abstract.Log

cs131.pa2.CarsTunnels

- *Uses of `Vehicle` in `cs131.pa2.Abstract`*

Methods in `cs131.pa2.Abstract` that return `Vehicle`

Modifier and Type	Method and Description
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`Vehicle`

**Factory.createNewAmbulance**(`java.lang.String` name, `Direction` direction)

Creates a new instance of class `Ambulance`

`Vehicle`

**Factory.createNewCar**(`java.lang.String` name, `Direction` direction)

Creates a new instance of class `Car`

`Vehicle`

**Factory.createNewSled**(`java.lang.String` name, `Direction` direction)

Creates a new instance of class `Sled`

Methods in `cs131.pa2.Abstract` with parameters of type `Vehicle`

Modifier and Type	Method and Description
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`void`

**Tunnel.exitTunnel**(`Vehicle` vehicle)

Vehicle exits this tunnel.

`abstract void`

**Tunnel.exitTunnelInner**(`Vehicle` vehicle)

Vehicle exits the tunnel.

`boolean`

**Tunnel.tryToEnter**(`Vehicle` vehicle)

Checks whether the given vehicle should enter this tunnel, based on the vehicles currently in the tunnel.

- *Uses of `Vehicle` in `cs131.pa2.Abstract.Log`*

Methods in `cs131.pa2.Abstract.Log` that return `Vehicle`

Modifier and Type	Method and Description
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`Vehicle`

**Event.getVehicle**()

Methods in `cs131.pa2.Abstract.Log` with parameters of type `Vehicle`

Modifier and Type	Method and Description
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`void`

**DummyLog.addToLog**(`Vehicle` vehicle, `EventType` type)

void	<b>Log.addToLog</b> (Vehicle client, EventType type)
void	<b>DummyLog.addToLog</b> (Vehicle vehicle, Tunnel tunnel, EventType type)
void	<b>Log.addToLog</b> (Vehicle client, Tunnel server, EventType type)
void	<b>Log.addToLog</b> (Vehicle client, Tunnel server, EventType type, int sig)

Constructors in `cs131.pa2.Abstract.Log` with parameters of type Vehicle

#### Constructor and Description

**Event**(Vehicle vehicle, EventType event)

**Event**(Vehicle vehicle, Tunnel tunnel, EventType event)

**Event**(Vehicle vehicle, Tunnel tunnel, EventType event, int signifier)

#### • Uses of Vehicle in `cs131.pa2.CarsTunnels`

Subclasses of Vehicle in `cs131.pa2.CarsTunnels`

#### Modifier and Type Class and Description

class	<b>Ambulance</b> An ambulance is a high priority vehicle
class	<b>Car</b> A Car is a fast Vehicle
class	<b>Sled</b> A Sled is a slow Vehicle.

Methods in `cs131.pa2.CarsTunnels` that return Vehicle

#### Modifier and Type Method and Description

Vehicle **ConcreteFactory.createNewAmbulance**(java.lang.String name, Direction direction)

Vehicle **ConcreteFactory.createNewCar**(java.lang.String name, Direction direction)

Vehicle **ConcreteFactory.createNewSled**(java.lang.String name, Direction direction)

Methods in `cs131.pa2.CarsTunnels` with parameters of type Vehicle

#### Modifier and Type Method and Description

void **PreemptivePriorityScheduler.exitTunnelInner**(Vehicle vehicle)

void **PriorityScheduler.exitTunnelInner**(Vehicle vehicle)

void **BasicTunnel.exitTunnelInner**(Vehicle vehicle)

boolean **PreemptivePriorityScheduler.tryToEnterInner**(Vehicle vehicle)

boolean **PriorityScheduler.tryToEnterInner**(Vehicle vehicle)

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