

Engi's AWSubs

AUTHOR
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Namespace Documentation

Package engisubs

Packages

- package **gameobject**
- package **ui**

Classes

- class **Main**

Package engisubs.gameobject

Packages

- package **cell**
- package **farmanimal**
- package **product**

Classes

- class **DummyDerived**
- class **Game**
- class **GameObject**
- class **Player**
- class **TestGame**
- class **TestGameObject**
- class **TestPlayer**

Package engisubs.gameobject.cell

Packages

- package **facility**
- package **land**

Classes

- class **Cell**
- class **TestCell**

Package engisubs.gameobject.cell.facility

Classes

- class **Facility**
- class **Mixer**
- class **TestFacility**
- class **TestMixer**
- class **TestTruck**
- class **TestWell**
- class **Truck**
- class **Well**

Package engisubs.gameobject.cell.land

Classes

- class **Barn**
- class **Coop**
- class **Grassland**
- class **Land**
- class **TestBarn**
- class **TestCoop**
- class **TestGrassland**
- class **TestLand**

Package engisubs.gameobject.farmanimal

Classes

- class **Bison**
- class **Chicken**
- class **Dog**
- interface **EggProducing**
- class **FarmAnimal**
- interface **MeatProducing**
- interface **MilkProducing**
- class **Platypus**
- class **Pterodactyl**
- class **TestBison**
- class **TestChicken**
- class **TestDog**
- class **TestEggProducing**
- class **TestFarmAnimal**
- class **TestMeatProducing**
- class **TestMilkProducing**
- class **TestPlatypus**
- class **TestPterodactyl**
- class **TestTRex**
- class **TRex**

Package engisubs.gameobject.product

Packages

- package **farmproduct**
- package **sideproduct**

Classes

- class **Product**
- class **TestProduct**

Package engisubs.gameobject.product.farmproduct

Packages

- package **egg**
- package **meat**
- package **milk**

Classes

- class **FarmProduct**
- class **TestFarmProduct**

Package engisubs.gameobject.product.farmproduct.egg

Classes

- class **ChickenEgg**
- class **Egg**
- class **PlatypusEgg**
- class **PterodactylEgg**
- class **TestChickenEgg**
- class **TestEgg**
- class **TestPlatypusEgg**
- class **TestPterodactylEgg**

Package engisubs.gameobject.product.farmproduct.meat

Classes

- class **BisonMeat**
- class **ChickenMeat**
- class **DogMeat**
- class **Meat**
- class **PlatypusMeat**
- class **TestBisonMeat**
- class **TestChickenMeat**
- class **TestDogMeat**
- class **TestMeat**
- class **TestPlatypusMeat**
- class **TestTRexMeat**
- class **TRexMeat**

Package engisubs.gameobject.product.farmproduct.milk

Classes

- class **BisonMilk**
- class **Milk**
- class **PlatypusMilk**
- class **TestBisonMilk**
- class **TestMilk**
- class **TestPlatypusMilk**

Package engisubs.gameobject.product.sideproduct

Classes

- class **Cheese**
- class **Ekado**
- class **Mayonaise**
- class **SideProduct**
- class **Steak**
- class **TestCheese**
- class **TestEkado**
- class **TestMayonaise**
- class **TestSideProduct**
- class **TestSteak**

Package engisubs.ui

Classes

- class **CellPanel**
- class **Main**
- class **MainGame**
- class **MainMenu**

Package jar

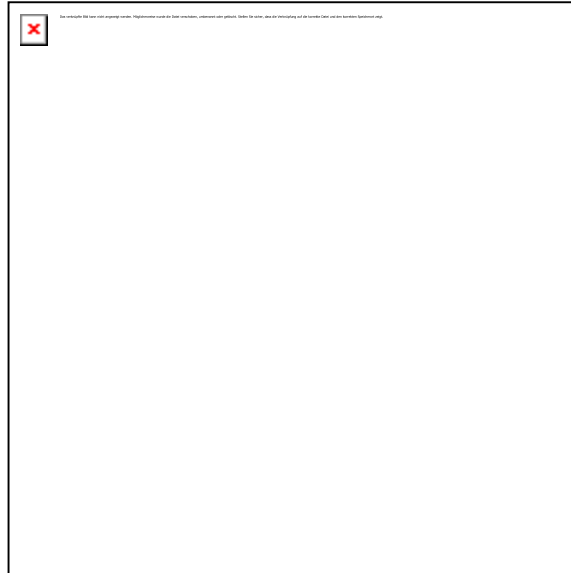
Classes

- class **AppTest**

Class Documentation

jar.AppTest Class Reference

Inheritance diagram for jar.AppTest:



Public Member Functions

- **AppTest** (String testName)
- void **testApp** ()

Static Public Member Functions

- static Test **suite** ()

Detailed Description

Unit test for simple App.

Constructor & Destructor Documentation

jar.AppTest.AppTest (String *testName*)

Create the test case

Parameters:

<i>testName</i>	name of the test case
-----------------	-----------------------

Member Function Documentation

static Test jar.AppTest.suite () [static]

Returns:

the suite of tests being tested

void jar.AppTest.testApp ()

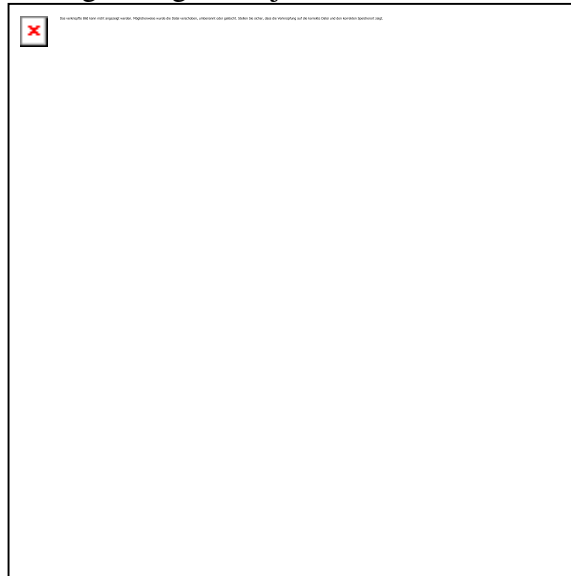
Rigorous Test :-)

The documentation for this class was generated from the following file:

- `src/test/java/jar/AppTest.java`

engisubs.gameobject.cell.land.Barn Class Reference

Inheritance diagram for engisubs.gameobject.cell.land.Barn:



Public Member Functions

- **Barn** (Map< String, Integer > *_position*)
- **Barn** (Map< String, Integer > *_position*, boolean *_isGrown*)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.land.Barn.Barn (Map< String, Integer > *_position*)

Constructor dari **Barn**

Parameters:

<i>_position</i>	Posisi dari Barn
------------------	-------------------------

Returns:

Instance dari **Barn**

engisubs.gameobject.cell.land.Barn.Barn (Map< String, Integer > *_position*, boolean *_isGrown*)

Constructor dari **Barn**

Parameters:

<i>_position</i>	Posisi dari Barn
<i>_isGrown</i>	Menandakan apakah terdapat rumput pada Land ini

Returns:

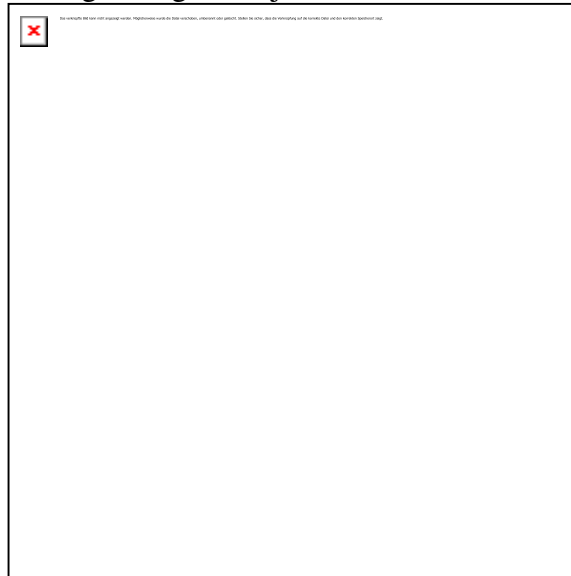
Instance dari **Barn**

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/cell/land/**Barn.java**

engisubs.gameobject.farmanimal.Bison Class Reference

Inheritance diagram for engisubs.gameobject.farmanimal.Bison:



Public Member Functions

- **Bison** (Map< String, Integer > _position, String _name, **Land** _landPos)
- void **produceMeat** (**Player** _p)
- void **produceMilk** (**Player** _p)
- void **talk** ()
- void **interact** (**Player** _p)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.farmanimal.Bison.Bison (Map< String, Integer > _position, String _name, Land _landPos)

Constructor dari **Bison**

Parameters:

_position	Posisi dari Bison
_name	Nama dari Bison
_landPos	Posisi land dimana bison berada

Returns:

Instance **Bison**

Member Function Documentation

void engisubs.gameobject.farmanimal.Bison.interact (**Player** _p)

Method untuk melakukan interaksi dimana **Bison** akan menghasilkan susu

Parameters:

_p	Reference dari player untuk melakukan penambahan inventory
----	--

void engisubs.gameobject.farmanimal.Bison.produceMeat (Player _p)

Method untuk menghasilkan daging

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.MeatProducing** (p.73).

void engisubs.gameobject.farmanimal.Bison.produceMilk (Player _p)

Method untuk menghasilkan susu

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.MilkProducing** (p.75).

void engisubs.gameobject.farmanimal.Bison.talk ()

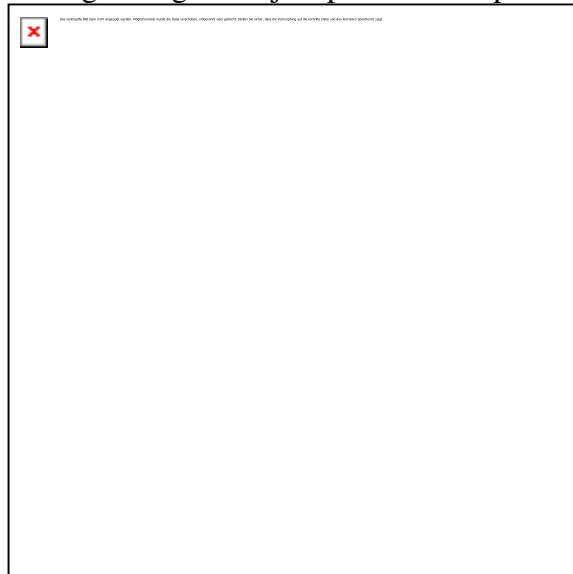
Method untuk berbicara

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/farmanimal/Bison.java`

engisubs.gameobject.product.farmproduct.meat.BisonMeat Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.meat.BisonMeat:



Public Member Functions

- **BisonMeat** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

BisonMeat adalah salah satu Golongan dari **FarmProduct Meat**, Sesuai namanya, product ini dihasilkan oleh Bison

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.meat.BisonMeat.BisonMeat (int *_price*, String *_producer*)

Constructor dengan parameter

Parameters:

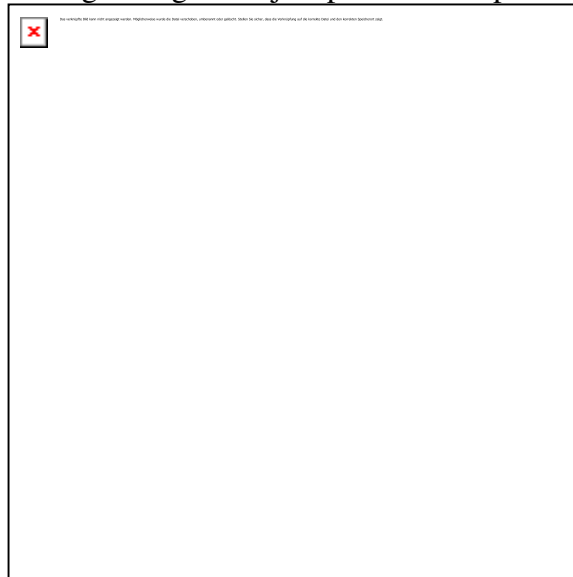
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/meat/**BisonMeat.java**

engisubs.gameobject.product.farmproduct.milk.BisonMilk Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.milk.BisonMilk:



Public Member Functions

- **BisonMilk** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

BisonMilk adalah salah satu Golongan dari **FarmProduct Milk**, Sesuai namanya, product ini dihasilkan oleh Bison

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.milk.BisonMilk.BisonMilk (int *_price*, String *_producer*)

Constructor dengan parameter.

Parameters:

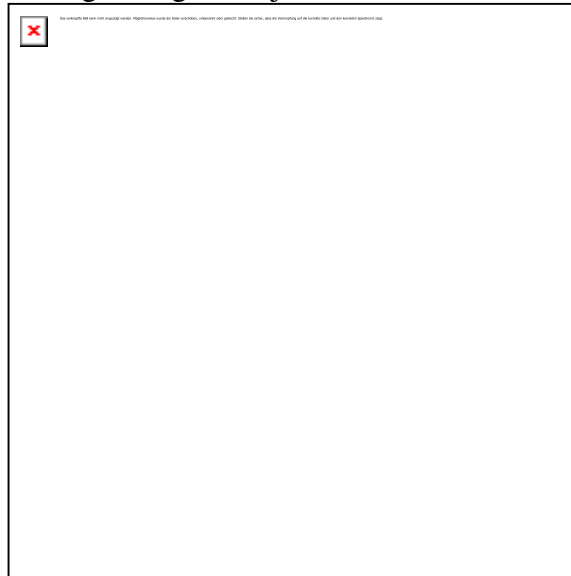
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/milk/**BisonMilk.java**

engisubs.gameobject.cell.Cell Class Reference

Inheritance diagram for engisubs.gameobject.cell.Cell:



Public Member Functions

- **Cell** (Map< String, Integer > *_position*)
- boolean **isWalkable** ()
- Map< String, Integer > **getPosition** ()
- void **setPosition** (Map< String, Integer > *_newPosition*)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.Cell.Cell (Map< String, Integer > *_position*)

Konstruktur dari **Cell** dengan parameter.

Member Function Documentation

Map<String, Integer> engisubs.gameobject.cell.Cell.getPosition ()

Getter position

Returns:

currentPos

boolean engisubs.gameobject.cell.Cell.isWalkable ()

Method untuk mengecek apakah suatu petak dapat dilangkahi player atau tidak

void engisubs.gameobject.cell.Cell.setPosition (Map< String, Integer > *_newPosition*)

Setter position

Parameters:

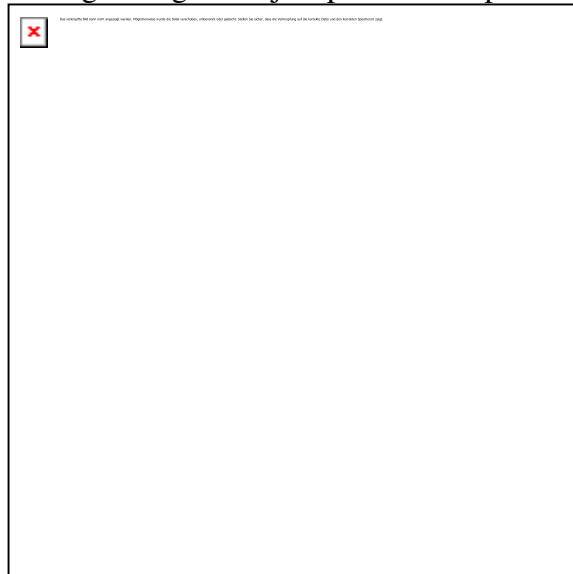
<i>_newPosition</i>	currentPos yang baru
---------------------	----------------------

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/cell/Cell.java`

engisubs.gameobject.product.sideproduct.Cheese Class Reference

Inheritance diagram for engisubs.gameobject.product.sideproduct.Cheese:



Public Member Functions

- Cheese (int _price)

Static Public Member Functions

- static LinkedList< FarmProductType > getResep ()
- static FarmProductType getResepwithIdx (int index)
- static void InitResep ()

Additional Inherited Members

Detailed Description

Cheese adalah salah satu kelas dalam bagian **SideProduct**. **Cheese** dapat dibuat menggunakan Interact Mixer. Bahan Bahan untuk membuat **Cheese** adalah: MILK & EGG

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Constructor & Destructor Documentation

engisubs.gameobject.product.sideproduct.Cheese.Cheese (int *_price*)

Constructor dengan parameter

Parameters:

<i>_price</i>	
---------------	--

Member Function Documentation

static LinkedList<FarmProductType>

engisubs.gameobject.product.sideproduct.Cheese.getResep () [static]

Getter untuk resep dari **Cheese**

Returns:

resep

static FarmProductType

**engisubs.gameobject.product.sideproduct.Cheese.getResepwithIdx (int
index) [static]**

Getter untuk resep **Cheese** dengan Index tertentu Index yang bisa dilayani saat ini antara 0/1, karena resep **Cheese** hanya terdiri dari 2 bahan

Parameters:

<i>index</i>	
--------------	--

Returns:

resep[index], or null if not found

static void engisubs.gameobject.product.sideproduct.Cheese.InitResep () [static]

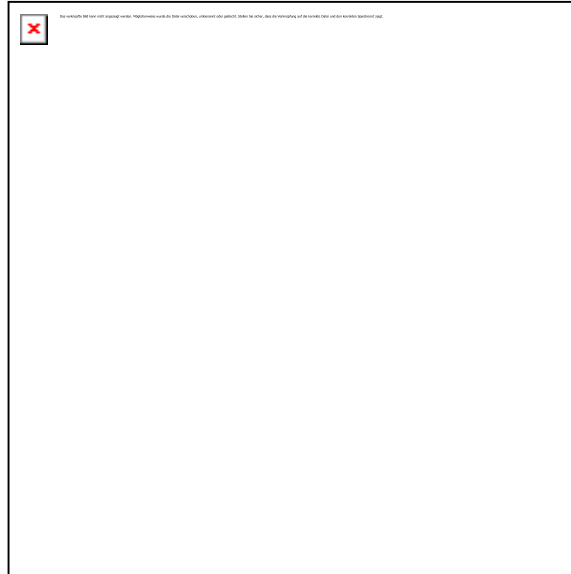
Inisialisasi Resep dari **Cheese**, mengisi Atribut resep dengan 2 bahan utama pembuat **Cheese** yaitu MILK & EGG

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/sideproduct/Cheese.java

engisubs.gameobject.farmanimal.Chicken Class Reference

Inheritance diagram for engisubs.gameobject.farmanimal.Chicken:



Public Member Functions

- **Chicken** (Map< String, Integer > _position, String _name, **Land** _landPos)
- void **produceMeat** (**Player** _p)
- void **produceEgg** (**Player** _p)
- void **talk** ()
- void **interact** (**Player** _p)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.farmanimal.Chicken.Chicken (Map< String, Integer > _position, String _name, Land _landPos)

Constructor dari **Chicken**

Parameters:

_position	Posisi dari Chicken
_name	Nama dari Chicken
_landPos	Posisi Land dimana Chicken berada

Returns:

Instance dari **Chicken**

Member Function Documentation

void engisubs.gameobject.farmanimal.Chicken.interact (**Player** _p)

Method untuk melakukan interaksi dimana **Chicken** akan menghasilkan telur

Parameters:

_p	Reference dari player untuk melakukan penambahan inventory
----	--

void engisubs.gameobject.farmanimal.Chicken.produceEgg (Player _p)

Method untuk menghasilkan telur

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.EggProducing** (p.44).

void engisubs.gameobject.farmanimal.Chicken.produceMeat (Player _p)

Method untuk menghasilkan daging

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.MeatProducing** (p.73).

void engisubs.gameobject.farmanimal.Chicken.talk ()

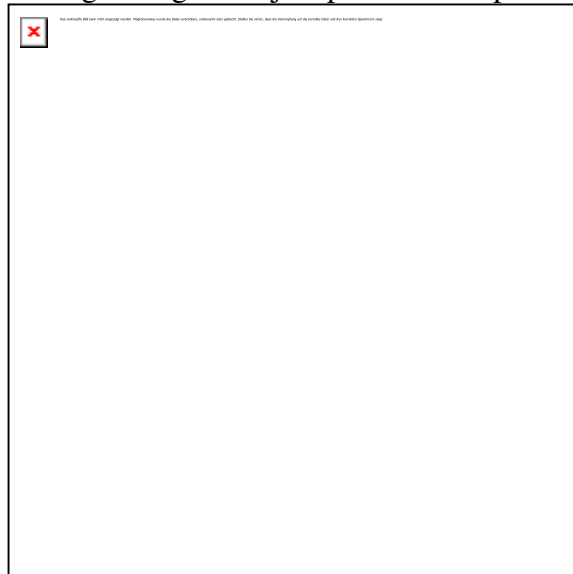
Method untuk berbicara

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/farmanimal/Chicken.java`

engisubs.gameobject.product.farmproduct.egg.ChickenEgg Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.egg.ChickenEgg:



Public Member Functions

- **ChickenEgg** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

ChickenEgg adalah salah satu Golongan dari **FarmProduct Egg**, Sesuai namanya, product ini dihasilkan oleh Chicken

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.egg.ChickenEgg.ChickenEgg (int *_price*, String *_producer*)

Constructor dengan Parameter

Parameters:

<i>_price</i>	
<i>_producer</i>	

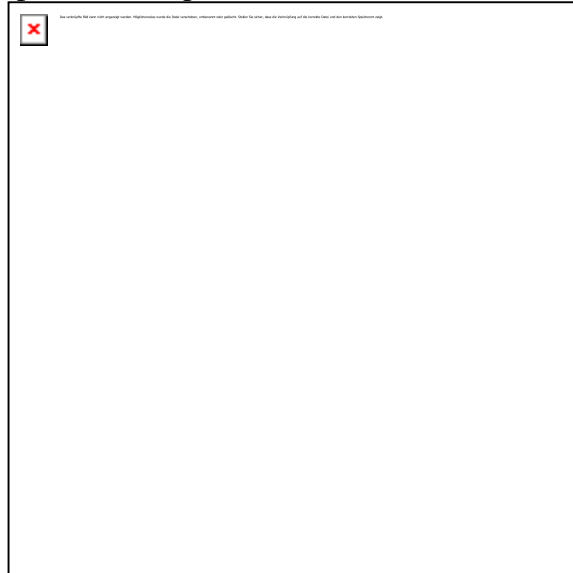
The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/egg/**ChickenEgg.java**

engisubs.gameobject.product.farmproduct.meat.ChickenMeat Class Reference

Inheritance diagram for

engisubs.gameobject.product.farmproduct.meat.ChickenMeat:



Public Member Functions

- **ChickenMeat** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

ChickenMeat adalah salah satu Golongan dari **FarmProduct Meat**, Sesuai namanya, product ini dihasilkan oleh TRex

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.meat.ChickenMeat.ChickenMeat (int *_price*, String *_producer*)

Constructor dengan parameter.

Parameters:

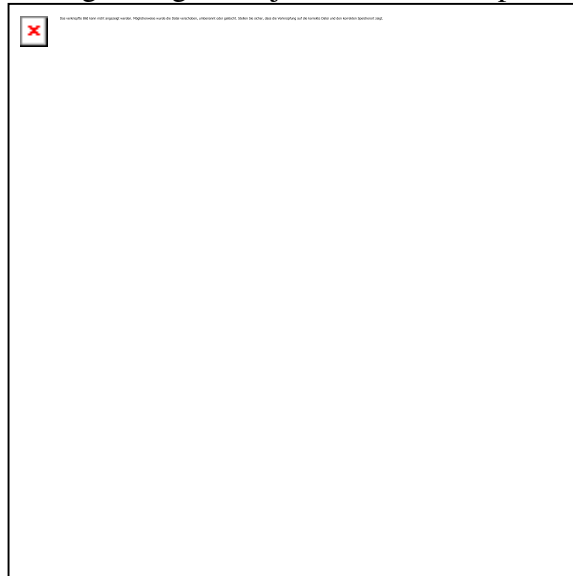
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/product/farmproduct/meat/ChickenMeat.java`

engisubs.gameobject.cell.land.Coop Class Reference

Inheritance diagram for engisubs.gameobject.cell.land.Coop:



Public Member Functions

- **Coop** (Map< String, Integer > *_position*)
- **Coop** (Map< String, Integer > *_position*, boolean *_isGrown*)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.land.Coop.Coop (Map< String, Integer > *_position*)

Constructor dari **Coop**

Parameters:

<i>_position</i>	Posisi dari Coop
------------------	-------------------------

Returns:

Instance dari **Coop**

engisubs.gameobject.cell.land.Coop.Coop (Map< String, Integer > *_position*, boolean *_isGrown*)

Constructor dari **Coop**

Parameters:

<i>_position</i>	Posisi dari Coop
<i>_isGrown</i>	Menandakan apakah terdapat rumput pada Land ini

Returns:

Instance dari **Coop**

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/cell/land/Coop.java

engisubs.gameobject.GameObject.DirectionType Enum Reference

Public Member Functions

- **DirectionType** (int value)
- **int** `getValue ()`

Public Attributes

- **UP** =(0)
 - **DOWN** =(1)
 - **RIGHT** =(2)
 - **LEFT** =(3)
-

Detailed Description

Enumerator untuk Arah Gerak

Constructor & Destructor Documentation

engisubs.gameobject.GameObject.DirectionType.DirectionType (int *value*)

Member Function Documentation

int **engisubs.gameobject.GameObject.DirectionType.getValue** ()

Member Data Documentation

engisubs.gameobject.GameObject.DirectionType.DOWN =(1)

engisubs.gameobject.GameObject.DirectionType.LEFT =(3)

engisubs.gameobject.GameObject.DirectionType.RIGHT =(2)

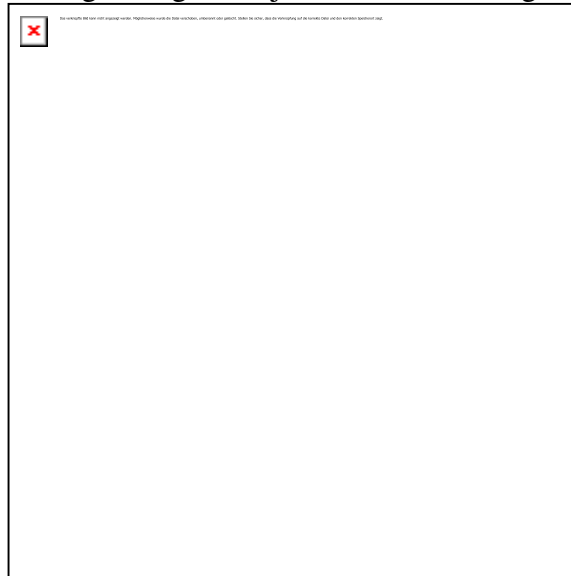
engisubs.gameobject.GameObject.DirectionType.UP =(0)

The documentation for this enum was generated from the following file:

- `src/main/java/engisubs/gameobject/GameObject.java`

engisubs.gameobject.farmanimal.Dog Class Reference

Inheritance diagram for engisubs.gameobject.farmanimal.Dog:



Public Member Functions

- **Dog** (Map< String, Integer > _position, String _name, **Land** _landPos)
- void **produceMeat** (**Player** _p)
- void **talk** ()
- void **interact** (**Player** _p)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.farmanimal.Dog.Dog (Map< String, Integer > *_position*, String *_name*, Land *_landPos*)

Constructor dari **Dog**

Parameters:

<i>_position</i>	Posisi dari Dog
<i>_name</i>	Nama dari Dog
<i>_landPos</i>	Posisi Land dimana Dog berada

Returns:

Instance dari **Dog**

Member Function Documentation

void engisubs.gameobject.farmanimal.Dog.interact (**Player** *_p*)

Method untuk melakukan interaksi kepada **Dog** sebagai perwujudan fungsi abstrak pada **GameObject**

Parameters:

<i>_p</i>	Reference dari player untuk melakukan penambahan inventory
-----------	--

void engisubs.gameobject.farmanimal.Dog.produceMeat (Player _p)

Method untuk menghasilkan daging

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.MeatProducing** (p.73).

void engisubs.gameobject.farmanimal.Dog.talk ()

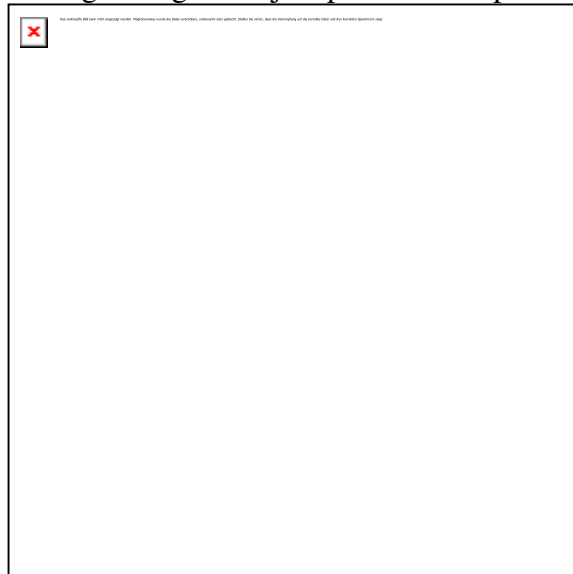
Method untuk berbicara

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/farmanimal/Dog.java`

engisubs.gameobject.product.farmproduct.meat.DogMeat Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.meat.DogMeat:



Public Member Functions

- **DogMeat** (int _price, String _producer)

Additional Inherited Members

Detailed Description

DogMeat adalah salah satu Golongan dari **FarmProduct Meat**, Sesuai namanya, product ini dihasilkan oleh Dog

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.meat.DogMeat.DogMeat (int _price, String _producer)

Constructor dengan parameter

Parameters:

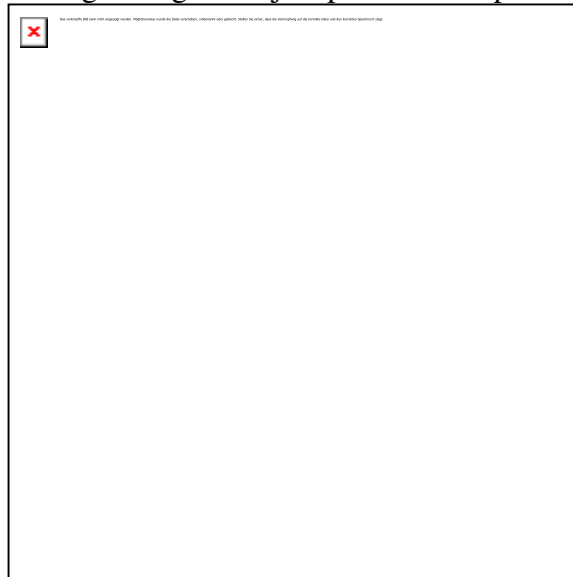
<u>_price</u>	
<u>_producer</u>	

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/meat/**DogMeat.java**

engisubs.gameobject.product.farmproduct.egg.Egg Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.egg.Egg:



Public Member Functions

- `Egg ()`

Additional Inherited Members

Detailed Description

Kelas ini berfungsi sebagai discriminator untuk membedakan kelas kelas yang berhubungan dengan EGG dengan kelas kelas **FarmProduct** Lainnya seperti MEAT dan MILK.

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.egg.Egg.Egg ()

Constructor tanpa Parameter

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/product/farmproduct/egg/Egg.java`

engisubs.gameobject.faranimal.EggProducing Interface Reference

Inheritance diagram for engisubs.gameobject.faranimal.EggProducing:



Public Member Functions

- void produceEgg (Player _p)

Member Function Documentation

void engisubs.gameobject.faranimal.EggProducing.produceEgg (Player _p)

Method untuk menghasilkan telur

Parameters:

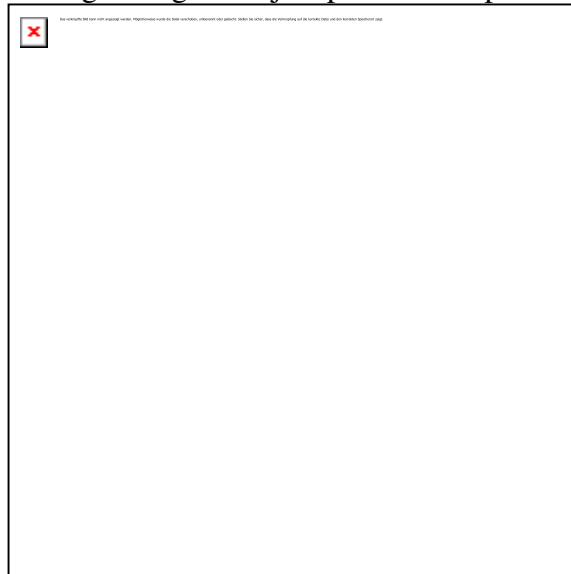
<u>_p</u>	Reference dari player untuk melakukan penambahan inventory
Implemented	in engisubs.gameobject.faranimal.Platypus (p.77), engisubs.gameobject.faranimal.Chicken (p.34), and engisubs.gameobject.faranimal.Pterodactyl (p.89).

The documentation for this interface was generated from the following file:

- src/main/java/engisubs/gameobject/faranimal/EggProducing.java

engisubs.gameobject.product.sideproduct.Ekado Class Reference

Inheritance diagram for engisubs.gameobject.product.sideproduct.Ekado:



Public Member Functions

- **Ekado** (int *_price*)

Static Public Member Functions

- static LinkedList< **FarmProductType** > **getResep** ()
- static **FarmProductType** **getResepwithIdx** (int index)
- static void **InitResep** ()

Additional Inherited Members

Detailed Description

Ekado adalah salah satu kelas dalam bagian **SideProduct**. **Ekado** dapat dibuat menggunakan Interact Mixer. Bahan Bahan Pembuat **Ekado** adalah : EGG & MEAT

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Constructor & Destructor Documentation

engisubs.gameobject.product.sideproduct.Ekado.Ekado (int *_price*)

Constructor dengan Parameter

Parameters:

<i>_price</i>	
---------------	--

Member Function Documentation

static LinkedList<FarmProductType>

engisubs.gameobject.product.sideproduct.Ekado.getResep () [static]

Getter untuk resep **Ekado**

Returns:

resep

static FarmProductType

**engisubs.gameobject.product.sideproduct.Ekado.getResepwithIdx (int
index) [static]**

Getter untuk resep **Ekado** dengan Index tertentu Index yang bisa dilayani saat ini antara 0-1, karena resep ekado hanya terdiri dari 2 elemen

Parameters:

<i>index</i>	
--------------	--

Returns:

resep[index] , or null if not found

static void engisubs.gameobject.product.sideproduct.Ekado.InitResep () [static]

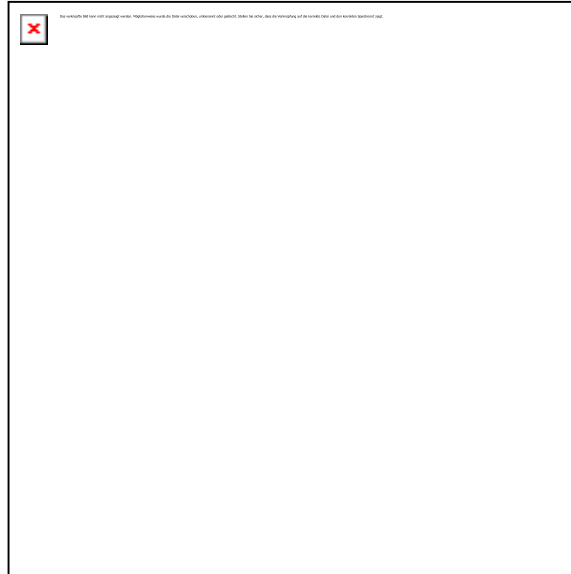
Inisialisasi Resep dari **Ekado**, mengisi Atribut resep dengan 2 bahan Utama yaitu EGG & MEAT

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/sideproduct/**Ekado.java**

engisubs.gameobject.cell.facility.Facility Class Reference

Inheritance diagram for engisubs.gameobject.cell.facility.Facility:



Public Member Functions

- **Facility** (Map< String, Integer > *_position*)
- boolean **isWalkable** ()

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.facility.Facility.Facility (Map< String, Integer > *_position*)

Constructor dari **Facility**

Parameters:

<i>_position</i>	Posisi dari Facility
------------------	-----------------------------

Returns:

Instance dari **Facility**

Member Function Documentation

boolean engisubs.gameobject.cell.facility.Facility.isWalkable ()

Abstract method dari **Cell** yang menunjukkan bahwa **Facility** tidak bisa dilangkahi

Returns:

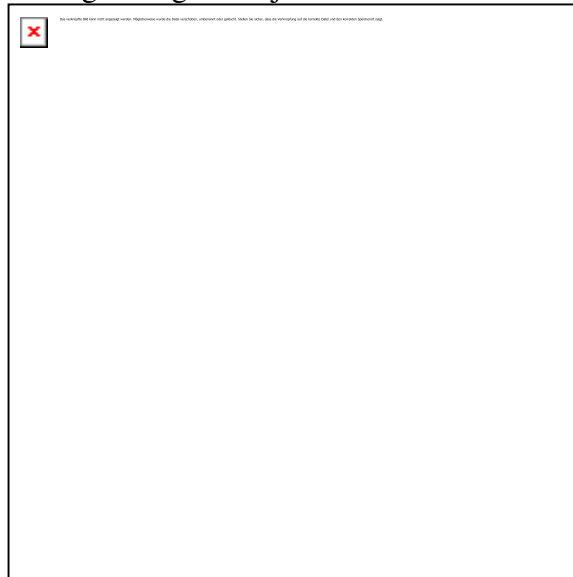
false

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/cell/facility/**Facility.java**

engisubs.gameobject.farmanimal.FarmAnimal Class Reference

Inheritance diagram for engisubs.gameobject.farmanimal.FarmAnimal:



Public Member Functions

- `Map< String, Integer > getPosition ()`
- `int getTimeUntilDead ()`
- `int getTimeUntilHungry ()`
- `boolean getIsProductProduced ()`
- `String getName ()`
- `Land getLandPos ()`
- `boolean isKillable ()`
- `boolean isHungry ()`
- `abstract void talk ()`
- `void eat ()`
- `void updateCondition ()`
- `void move (DirectionType dir, List< LinkedList< Cell >> map)`

Protected Member Functions

- `void initializeFarmAnimal (Map< String, Integer > _position, String _name, Land _landPos)`
- `void setPosition (Map< String, Integer > _newPosition)`
- `void setTimeUntilDead (int _timeUntilDead)`
- `void setIsProductProduced (boolean _isProductProduced)`

Protected Attributes

- `Map< String, Integer > position = new HashMap<>()`
- `boolean hungry = false`
- `int timeUntilDead = 10`
- `int timeUntilHungry = 0`
- `boolean isProductProduced = true`
- `String name = ""`
- `Land landPos = null`
- `boolean killable = false`

Static Protected Attributes

- `static int animalCount = 0`

Additional Inherited Members

Member Function Documentation

void engisubs.gameobject.farmanimal.FarmAnimal.eat ()

Method makan bagi **FarmAnimal**

boolean engisubs.gameobject.farmanimal.FarmAnimal.getIsProductProduced ()

Getter isProductProduced

Returns:

isProductProduced

Land engisubs.gameobject.farmanimal.FarmAnimal.getLandPos ()

Getter landPos

Returns:

landPos

String engisubs.gameobject.farmanimal.FarmAnimal.getName ()

Getter name

Returns:

name

Map<String, Integer> engisubs.gameobject.farmanimal.FarmAnimal.getPosition ()

Getter position

Returns:

Map<String,Integer>

int engisubs.gameobject.farmanimal.FarmAnimal.getTimeUntilDead ()

Getter timeUntilDead

Returns:

timeUntilDead

int engisubs.gameobject.farmanimal.FarmAnimal.getTimeUntilHungry ()

Getter timeUntilHungry

Returns:

timeUntilHungry

void engisubs.gameobject.farmanimal.FarmAnimal.initializeFarmAnimal (Map< String, Integer > *_position*, String *_name*, Land *_landPos*) [protected]

Inisialisasi informasi yang dibutuhkan oleh **FarmAnimal**

Parameters:

<i>_position</i>	Posisi dari FarmAnimal
<i>_name</i>	Nama dari FarmAnimal
<i>_landPos</i>	Land dimana FarmAnimal berada

boolean engisubs.gameobject.farmanimal.FarmAnimal.isHungry ()

Getter isHungry

Returns:

hungry

boolean engisubs.gameobject.farmanimal.FarmAnimal.isKillable ()

Getter isKillable

Returns:

killable

void engisubs.gameobject.farmanimal.FarmAnimal.move (DirectionType *dir*, List< LinkedList< Cell >> *map*)Method untuk menggerakkan **FarmAnimal****Parameters:**

<i>dir</i>	Direction yang dituju oleh FarmAnimal tersebut
<i>map</i>	Peta dari game

void engisubs.gameobject.farmanimal.FarmAnimal.setIsProductProduced (boolean *_isProductProduced*) [protected]

Setter isProductProduced

Parameters:

<i>_isProductProduced</i>	Nilai isProductProduced yang baru
---------------------------	-----------------------------------

void engisubs.gameobject.farmanimal.FarmAnimal.setPosition (Map< String, Integer > *_newPosition*) [protected]

Setter Position

Parameters:

<i>_newPosition</i>	Posisi baru dari FarmAnimal
---------------------	------------------------------------

void engisubs.gameobject.farmanimal.FarmAnimal.setTimeUntilDead (int *_timeUntilDead*) [protected]

Setter timeUntilDead

Parameters:

<i>_timeUntilDead</i>	timeUntilDead yang baru dari FarmAnimal
-----------------------	--

abstract void engisubs.gameobject.farmanimal.FarmAnimal.talk () [abstract]Abstract prosedur talk yang berbeda untuk setiap **FarmAnimal****void engisubs.gameobject.farmanimal.FarmAnimal.updateCondition ()**

Method untuk mengupdate keadaan animal Jika isHungry = True, timeUntilDead = timeUntilDead-1 Jika isHungry = False, timeUntilHungry = timeUntilHungry-1, dan jika timeUntilHungry = 0, isHungry = True

Member Data Documentation

int engisubs.gameobject.farmanimal.FarmAnimal.animalCount = 0 [static], [protected]

boolean engisubs.gameobject.farmanimal.FarmAnimal.hungry = false [protected]

boolean engisubs.gameobject.farmanimal.FarmAnimal.isProductProduced = true [protected]

boolean engisubs.gameobject.farmanimal.FarmAnimal.killable = false [protected]

Land engisubs.gameobject.farmanimal.FarmAnimal.landPos = null [protected]

String engisubs.gameobject.farmanimal.FarmAnimal.name = "" [protected]

Map<String, Integer> engisubs.gameobject.farmanimal.FarmAnimal.position = new HashMap<>() [protected]

int engisubs.gameobject.farmanimal.FarmAnimal.timeUntilDead = 10 [protected]

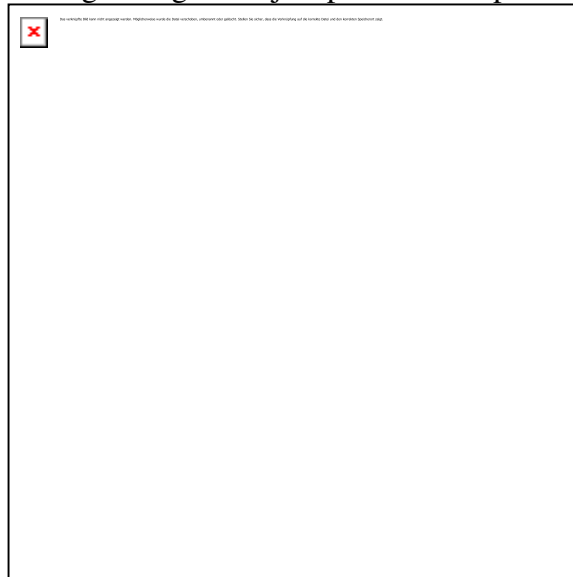
int engisubs.gameobject.farmanimal.FarmAnimal.timeUntilHungry = 0 [protected]

The documentation for this class was generated from the following file:

- **src/main/java/engisubs/gameobject/farmanimal/FarmAnimal.java**

engisubs.gameobject.product.farmproduct.FarmProduct Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.FarmProduct:



Public Member Functions

- **FarmProduct** ()
- void **initializeFarmProduct** (String _producer)
- String **getProducer** ()

Static Public Member Functions

- static **FarmProductType** **getFarmProductType** (GameObjectType objectType)

Protected Attributes

- String **producer**

Additional Inherited Members

Detailed Description

FarmProduct merupakan kelas yang digunakan sebagai Discriminator untuk product-product yang tergolong ke dalamnya. Kelas kelas tersebut memiliki beberapa jenis utama yaitu: MEAT, MILK dan EGG.

Selain sebagai Discriminator, **FarmProduct** juga memiliki beberapa Method yang akan membantu mempermudah kelas kelas di bawahnya.

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.FarmProduct.FarmProduct ()

Constructor tanpa parameter

Member Function Documentation

static FarmProductType

engisubs.gameobject.product.farmproduct.FarmProduct.getFarmProductType
(GameObjectType *objectType*)[static]

Akan mengembalikan FarmProductType yang sesuai dengan **GameObject** yang dimiliki, yaitu Abstraksi dari **Product** itu sendiri, e.g. BISON_MEAT dan TREX_MEAT sama-sama tergolong ke dalam MEAT maka akan mengembalikan nilai berupa MEAT

Parameters:

<i>objectType</i>	
-------------------	--

Returns:

FarmProductType

String engisubs.gameobject.product.farmproduct.FarmProduct.getProducer ()

Getter untuk atribut Producer

Returns:

producer

void engisubs.gameobject.product.farmproduct.FarmProduct.initializeFarmProduct
(String *_producer*)

Menginisialisasi Farm **Product**, yaitu mengeset Atribut Producer

Parameters:

<i>_producer</i>	
------------------	--

Member Data Documentation

String engisubs.gameobject.product.farmproduct.FarmProduct.producer [protected]

Atribut producer akan memberikan informasi mengenai hewan mana yang memproduksi product tersebut.

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/**FarmProduct.java**

engisubs.gameobject.GameObject.FarmProductType Enum Reference

Public Member Functions

- **FarmProductType** (int value)
- **int getValue** ()

Public Attributes

- **MEAT** =(0)
 - **EGG** =(1)
 - **MILK** =(2)
 - **NOT_FOUND** =(3)
-

Detailed Description

Enumerator untuk tipe FarmProduct.

Constructor & Destructor Documentation

engisubs.gameobject.GameObject.FarmProductType.FarmProductType (int *value*)

Member Function Documentation

int engisubs.gameobject.GameObject.FarmProductType.getValue ()

Member Data Documentation

engisubs.gameobject.GameObject.FarmProductType.EGG =(1)

engisubs.gameobject.GameObject.FarmProductType.MEAT =(0)

engisubs.gameobject.GameObject.FarmProductType.MILK =(2)

engisubs.gameobject.GameObject.FarmProductType.NOT_FOUND =(3)

The documentation for this enum was generated from the following file:

- `src/main/java/engisubs/gameobject/GameObject.java`

engisubs.gameobject.Game Class Reference

Public Member Functions

- **Game** ()
- void **startGame** ()
- void **gameLoop** ()
- void **gameHandler** (String command)
- void **updateGame** ()
- void **endGame** ()
- void **showMap** ()
- int **getRowCount** ()
- int **getColCount** ()
- **Cell** **getCell** (int i, int j)

Static Public Member Functions

- static List< **GameObject.GameObjectType** > **getProduct** ()

Constructor & Destructor Documentation

engisubs.gameobject.Game.Game ()

Konstruktor game

Returns:

Objek **Game**

Member Function Documentation

void engisubs.gameobject.Game.endGame ()

Menyelesaikan game

void engisubs.gameobject.Game.gameHandler (String *command*)

void engisubs.gameobject.Game.gameLoop ()

Game loop, meminta command dari player dan memanggil updateGame. Pada fungsi ini game berjalan.

Cell engisubs.gameobject.Game.getCell (int *i*, int *j*)

int engisubs.gameobject.Game.getColCount ()

static List<GameObject.GameObjectType> engisubs.gameobject.Game.getProduct () [static]

Mengecek product yang bisa dibuat

Returns:

daftarProduct

int engisubs.gameobject.Game.getRowCount ()

void engisubs.gameobject.Game.showMap ()

Menampilkan map

void engisubs.gameobject.Game.startGame ()

Memulai game

void engisubs.gameobject.Game.updateGame ()

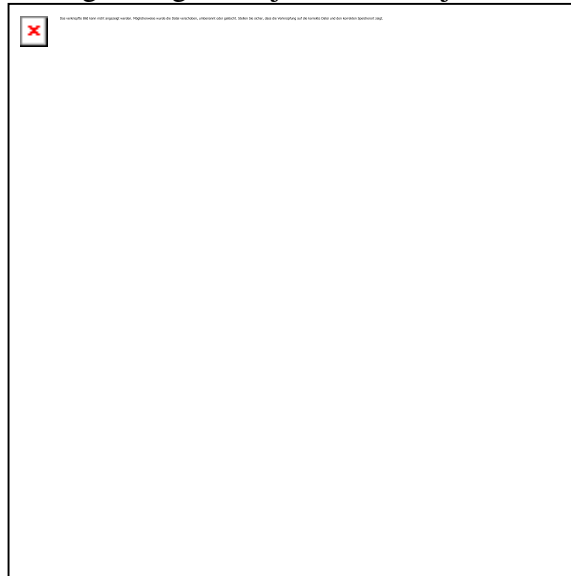
Mengupdate seluruh state game

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/Game.java`

engisubs.gameobject.GameObject Class Reference

Inheritance diagram for engisubs.gameobject.GameObject:



Classes

- enum **DirectionType**
- enum **FarmProductType**
- enum **GameObjectType**

Public Member Functions

- **GameObject** ()
- **GameObject** (char _objectSymbol)
- void **render** ()
- void **interact** (Player _p)
- **GameObjectType** **getGameObjectType** ()
- void **initGameObject** (**GameObjectType** _gameObjectType, char _objectSymbol)
- **GameObjectType** **getGameObjectType** ()

Public Attributes

- char **objectSymbol**

Protected Attributes

- **GameObjectType** **gameObjectType**

Detailed Description

Class **GameObject** adalah super parent dari hampir setiap kelas yang ada di dalam game

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Constructor & Destructor Documentation

engisubs.gameobject.GameObject.GameObject ()

Constructor tanpa parameter, akan mengeset nilai dari objectSymbol menjadi '?'

engisubs.gameobject.GameObject.GameObject (char _objectSymbol)

Constructor dengan parameter, akan mengeset nilai dari objectSymbol sesuai dengan parameter yang dimasukkan

Parameters:

<i>_objectSymbol</i>	
----------------------	--

Member Function Documentation

GameObjectType engisubs.gameobject.GameObject.getGameObjectType ()

getter untuk ObjectType

Returns:

ObjectType

GameObjectType engisubs.gameobject.GameObject.getObjType ()

Tipe dari suatu Objek, misalnya Product, TRex, etc

void engisubs.gameobject.GameObject.initGameObject (GameObjectType _gameObjectType, char _objectSymbol)

Menginisialisasi **GameObject** menyesuaikan parameter yang ada

Parameters:

<i>_gameObjectType</i>	
<i>_objectSymbol</i>	

void engisubs.gameobject.GameObject.interact (Player _p)

interact pada Kelas ini, berperan sebagai fungsi virtual nantinya akan di Override oleh kelas kelas anaknya.

Parameters:

<i>_p</i>	
-----------	--

void engisubs.gameobject.GameObject.render ()

render() akan mengeluarkan objectSymbol ke layar

Member Data Documentation

GameObjectType engisubs.gameobject.GameObject.gameObjectType [protected]

char engisubs.gameobject.GameObject.objectSymbol

Simbol dari suatu Objek yang nantinya akan ditampilkan di layar, misal C untuk Ayam
Default = '?'

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/GameObject.java`

engisubs.gameobject.GameObject.GameObjectType Enum Reference

Public Attributes

- **PLAYER**
- **MIXER**
- **TRUCK**
- **WELL**
- **LAND**
- **CHICKEN**
- **PLATYPUS**
- **PTERODACTYL**
- **BISON**
- **DOG**
- **TREX**
- **CHICKEN_EGG**
- **PLATYPUS_EGG**
- **PTERODACTYL_EGG**
- **BISON_MEAT**
- **CHICKEN_MEAT**
- **DOG_MEAT**
- **PLATYPUS_MEAT**
- **TREX_MEAT**
- **BISON_MILK**
- **PLATYPUS_MILK**
- **CHEESE**
- **EKADO**
- **MAYONAISE**
- **STEAK**

Detailed Description

Enumerator untuk Tipe - Tipe **GameObject**

Member Data Documentation

engisubs.gameobject.GameObject.GameObjectType.BISON

engisubs.gameobject.GameObject.GameObjectType.BISON_MEAT

engisubs.gameobject.GameObject.GameObjectType.BISON_MILK

engisubs.gameobject.GameObject.GameObjectType.CHEESE

engisubs.gameobject.GameObject.GameObjectType.CHICKEN

engisubs.gameobject.GameObject.GameObjectType.CHICKEN_EGG

engisubs.gameobject.GameObject.GameObjectType.CHICKEN_MEAT

engisubs.gameobject.GameObject.GameObjectType.DOG

engisubs.gameobject.GameObject.GameObjectType.DOG_MEAT

engisubs.gameobject.GameObject.GameObjectType.EKADO

engisubs.gameobject.GameObject.GameObjectType.LAND

engisubs.gameobject.GameObject.GameObjectType.MAYONAISE

engisubs.gameobject.GameObject.GameObjectType.MIXER

engisubs.gameobject.GameObject.GameObjectType.PLATYPUS

engisubs.gameobject.GameObject.GameObjectType.PLATYPUS_EGG

engisubs.gameobject.GameObject.GameObjectType.PLATYPUS_MEAT

engisubs.gameobject.GameObject.GameObjectType.PLATYPUS_MILK

engisubs.gameobject.GameObject.GameObjectType.PLAYER

engisubs.gameobject.GameObject.GameObjectType.PTERODACTYL

engisubs.gameobject.GameObject.GameObjectType.PTERODACTYL_EGG

engisubs.gameobject.GameObject.GameObjectType.STEAK

engisubs.gameobject.GameObject.GameObjectType.TREX

engisubs.gameobject.GameObject.GameObjectType.TREX_MEAT

engisubs.gameobject.GameObject.GameObjectType.TRUCK

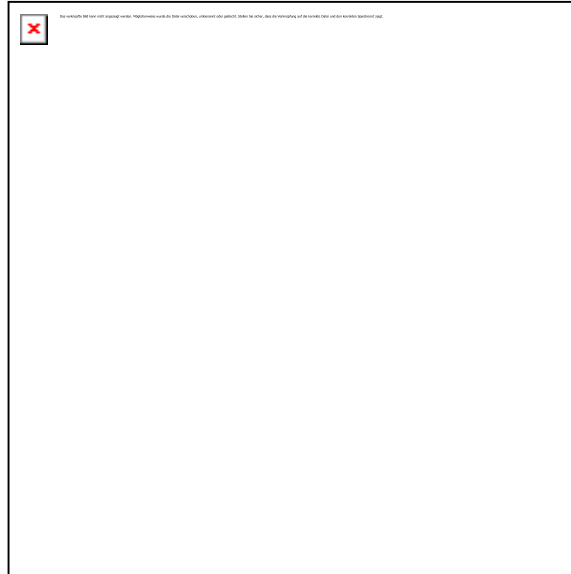
engisubs.gameobject.GameObject.GameObjectType.WELL

The documentation for this enum was generated from the following file:

- `src/main/java/engisubs/gameobject/GameObject.java`

engisubs.gameobject.cell.land.Grassland Class Reference

Inheritance diagram for engisubs.gameobject.cell.land.Grassland:



Public Member Functions

- **Grassland** (Map< String, Integer > *_position*)
- **Grassland** (Map< String, Integer > *_position*, boolean *_isGrown*)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.land.Grassland.Grassland (Map< String, Integer > *_position*)

Constructor dari **Grassland**

Parameters:

<i>_position</i>	Posisi dari Grassland
------------------	------------------------------

Returns:

Instance dari **Grassland**

engisubs.gameobject.cell.land.Grassland.Grassland (Map< String, Integer > *_position*, boolean *_isGrown*)

Constructor dari **Grassland**

Parameters:

<i>_position</i>	Posisi dari Grassland
<i>_isGrown</i>	Menandakan apakah terdapat rumput pada Land ini

Returns:

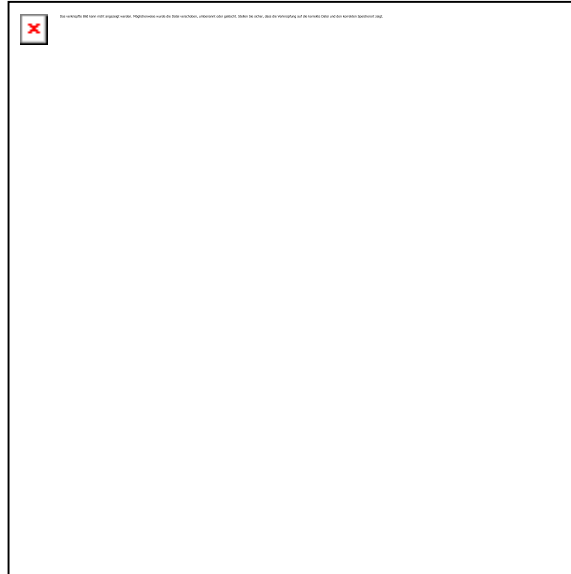
Instance dari **Grassland**

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/cell/land/**Grassland.java**

engisubs.gameobject.cell.land.Land Class Reference

Inheritance diagram for engisubs.gameobject.cell.land.Land:



Classes

- enum **LandType**

Public Member Functions

- **Land** (Map< String, Integer > *_position*, boolean *_isGrown*, **LandType** *_landType*)
- **GameObject** **getObjectHere** ()
- **LandType** **getLandType** ()
- void **setObjectHere** (**GameObject** *_objectHere*)
- void **grow** ()
- boolean **isWalkable** ()
- boolean **isGrown** ()
- boolean **isOccupied** ()
- void **ungrow** ()
- void **render** ()

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.land.Land.Land (Map< String, Integer > *_position*, boolean *_isGrown*, **LandType** *_landType*)

Ctor dengan parameter

Member Function Documentation

LandType **engisubs.gameobject.cell.land.Land.getLandType** ()

Getter **LandType**

Returns:

LandType

GameObject engisubs.gameobject.cell.land.Land.getObjectHere ()

Getter Object saat ini

void engisubs.gameobject.cell.land.Land.grow ()

Menumbuhkan rumput di cell

boolean engisubs.gameobject.cell.land.Land.isGrown ()

Mengecek apakah terdapat rumput di cell ini

boolean engisubs.gameobject.cell.land.Land.isOccupied ()

Mengecek apakah terdapat FarmAnimal atau **Player** disini

boolean engisubs.gameobject.cell.land.Land.isWalkable ()

Method yang mengecek apakah **Land** dapat dilangkahi.

void engisubs.gameobject.cell.land.Land.render ()

void engisubs.gameobject.cell.land.Land.setObjectHere (GameObject _objectHere)

Setter :Menambah/mengurangi object saat ini dan mengganti isOccupied

void engisubs.gameobject.cell.land.Land.ungrow ()

Menghilangkan rumput di cell

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/cell/land/Land.java`

engisubs.gameobject.cell.land.Land.LandType Enum Reference

Public Member Functions

- **LandType** (int value)
- **int getValue** ()

Public Attributes

- **GRASSLAND** =(0)
- **BARN** =(1)
- **COOP** =(2)

Constructor & Destructor Documentation

engisubs.gameobject.cell.land.Land.LandType.LandType (int *value*)

Member Function Documentation

int engisubs.gameobject.cell.land.Land.LandType.getValue ()

Member Data Documentation

engisubs.gameobject.cell.land.Land.LandType.BARN =(1)

engisubs.gameobject.cell.land.Land.LandType.COOP =(2)

engisubs.gameobject.cell.land.Land.LandType.GRASSLAND =(0)

The documentation for this enum was generated from the following file:

- `src/main/java/engisubs/gameobject/cell/land/Land.java`

engisubs.ui.Main Class Reference

Static Public Member Functions

- static void **main** (String args[])
-

Member Function Documentation

static void engisubs.ui.Main.main (String *args*[])*[static]*

The documentation for this class was generated from the following file:

- src/main/java/engisubs/ui/**Main.java**

engisubs.Main Class Reference

Static Public Member Functions

- static void **main** (String args[])
-

Member Function Documentation

static void engisubs.Main.main (String *args*[])[static]

The documentation for this class was generated from the following file:

- src/main/java/engisubs/**Main.java**

engisubs.ui.MainGame Class Reference

Public Member Functions

- `MainGame ()`
-

Constructor & Destructor Documentation

engisubs.ui.MainGame.MainGame ()

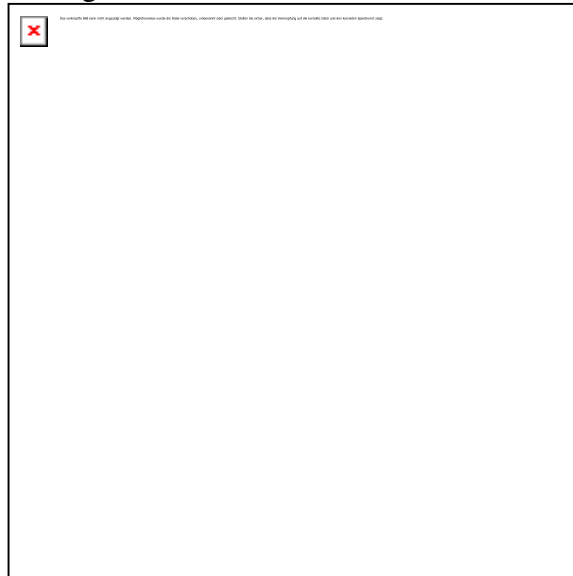
Button command dasar pemain.
Button command direction pemain.
Button command interactable pemain.
Mengeset layout Panel di dalam frame.

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/ui/MainGame.java`

engisubs.ui.MainMenu Class Reference

Inheritance diagram for engisubs.ui.MainMenu:



Public Member Functions

- `MainMenu ()`

Constructor & Destructor Documentation

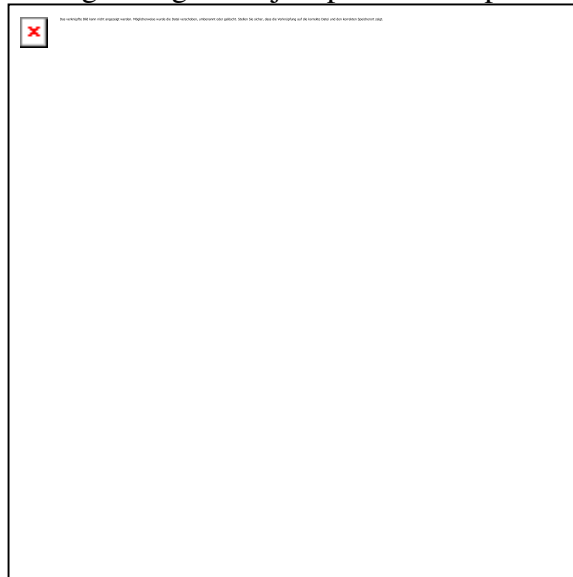
`engisubs.ui.MainMenu.MainMenu ()`

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/ui/MainMenu.java`

engisubs.gameobject.product.sideproduct.Mayonaise Class Reference

Inheritance diagram for engisubs.gameobject.product.sideproduct.Mayonaise:



Public Member Functions

- **Mayonaise** (int *_price*)

Static Public Member Functions

- static LinkedList< **FarmProductType** > **getResep** ()
- static **FarmProductType** **getResepwithIdx** (int index)
- static void **InitResep** ()

Additional Inherited Members

Detailed Description

Mayonaise adalah salah satu kelas dalam bagian **SideProduct**. **Mayonaise** dapat dibuat menggunakan Interact Mixer. Bahan Bahan Pembuat **Mayonaise** adalah : EGG & MILK

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Constructor & Destructor Documentation

engisubs.gameobject.product.sideproduct.Mayonaise.Mayonaise (int *_price*)

Constructor dengan Parameter

Parameters:

<i>_price</i>	
---------------	--

Member Function Documentation

static LinkedList<FarmProductType>

engisubs.gameobject.product.sideproduct.Mayonaise.getResep () [static]

Getter untuk resep **Mayonaise**

Returns:

resep

static FarmProductType

**engisubs.gameobject.product.sideproduct.Mayonaise.getResepwithIdx (int
index) [static]**

Getter untuk resep **Mayonaise** dengan Index tertentu Index yang bisa dilayani saat ini antara 0-1, karena resep **Mayonaise** hanya terdiri dari 2 elemen

Parameters:

<i>index</i>	
--------------	--

Returns:

resep[index] , or null if not found

static void engisubs.gameobject.product.sideproduct.Mayonaise.InitResep () [static]

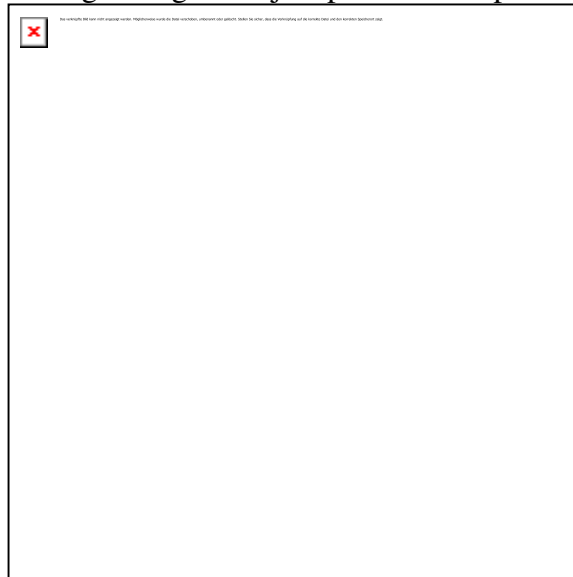
Inisialisasi Resep dari **Mayonaise**, mengisi Atribut resep dengan 2 bahan Utama yaitu EGG & MILK

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/sideproduct/Mayonaise.java

engisubs.gameobject.product.farmproduct.meat.Meat Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.meat.Meat:



Public Member Functions

- `Meat ()`

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.meat.Meat.Meat ()

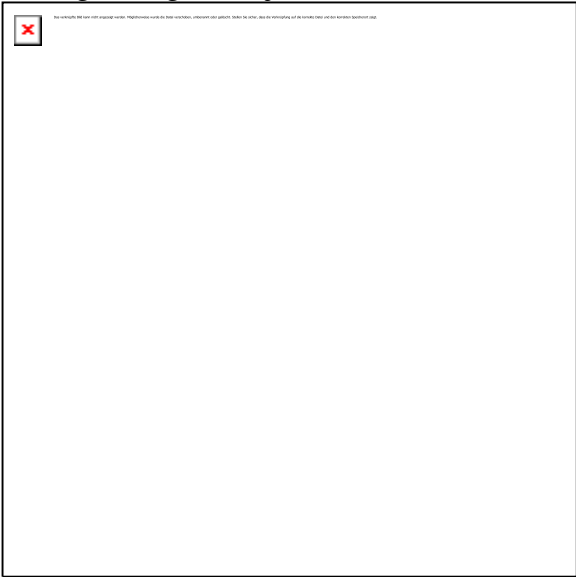
Constructor tanpa parameter

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/product/farmproduct/meat/Meat.java`

engisubs.gameobject.farmanimal.MeatProducing Interface Reference

Inheritance diagram for engisubs.gameobject.farmanimal.MeatProducing:



Public Member Functions

- void produceMeat (Player _p)

Member Function Documentation

void engisubs.gameobject.farmanimal.MeatProducing.produceMeat (Player _p)

Method untuk menghasilkan daging

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

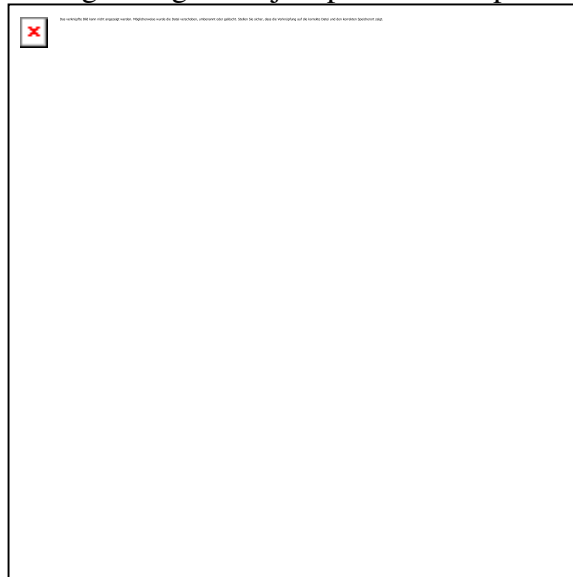
Implemented in **engisubs.gameobject.farmanimal.Platypus** (p.77), **engisubs.gameobject.farmanimal.Chicken** (p.34), **engisubs.gameobject.farmanimal.Bison** (p.27), **engisubs.gameobject.farmanimal.Dog** (p.40), and **engisubs.gameobject.farmanimal.TRex** (p.137).

The documentation for this interface was generated from the following file:

- src/main/java/engisubs/gameobject/farmanimal/MeatProducing.java

engisubs.gameobject.product.farmproduct.milk.Milk Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.milk.Milk:



Public Member Functions

- Milk ()

Additional Inherited Members

Detailed Description

Kelas ini berfungsi sebagai discriminator untuk membedakan kelas kelas yang berhubungan dengan MILK dengan kelas kelas **FarmProduct** Lainnya seperti MEAT dan EGG.

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.milk.Milk.Milk ()

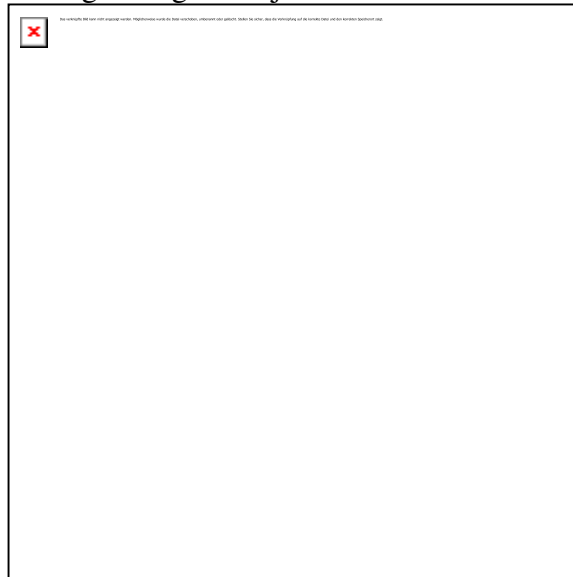
Constructor tanpa parameter

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/milk/**Milk.java**

engisubs.gameobject.faranimal.MilkProducing Interface Reference

Inheritance diagram for engisubs.gameobject.faranimal.MilkProducing:



Public Member Functions

- void **produceMilk** (Player _p)

Member Function Documentation

void engisubs.gameobject.faranimal.MilkProducing.produceMilk (Player _p)

Method untuk menghasilkan susu

Parameters:

<u>p</u>	Reference dari player untuk melakukan penambahan inventory
----------	--

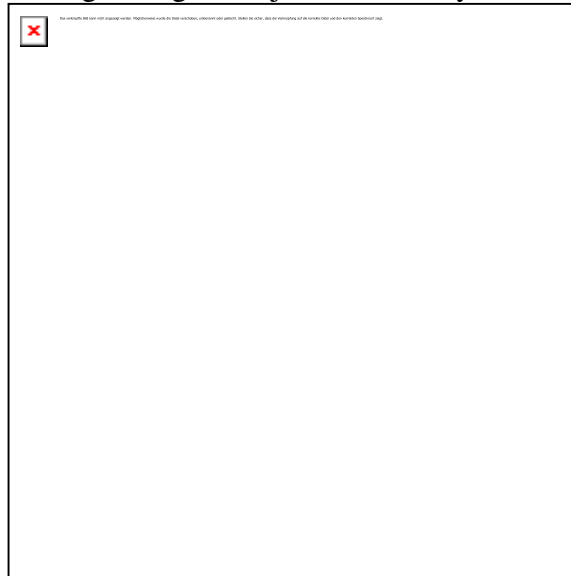
Implemented in **engisubs.gameobject.faranimal.Platypus** (p.78), and **engisubs.gameobject.faranimal.Bison** (p.27).

The documentation for this interface was generated from the following file:

- src/main/java/engisubs/gameobject/faranimal/**MilkProducing.java**

engisubs.gameobject.cell.facility.Mixer Class Reference

Inheritance diagram for engisubs.gameobject.cell.facility.Mixer:



Public Member Functions

- **Mixer** (Map< String, Integer > *_position*)
- void **interact** (**Player** *_p*)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.facility.Mixer.Mixer (Map< String, Integer > *_position*)

Constructor **Mixer**

Parameters:

<i>_position</i>	Posisi dari Mixer
------------------	--------------------------

Returns:

Instance dari **Mixer**

Member Function Documentation

void engisubs.gameobject.cell.facility.Mixer.interact (**Player** *_p*)

Melakukan interact dengan **Mixer** untuk membuat sebuah SideProduct

Parameters:

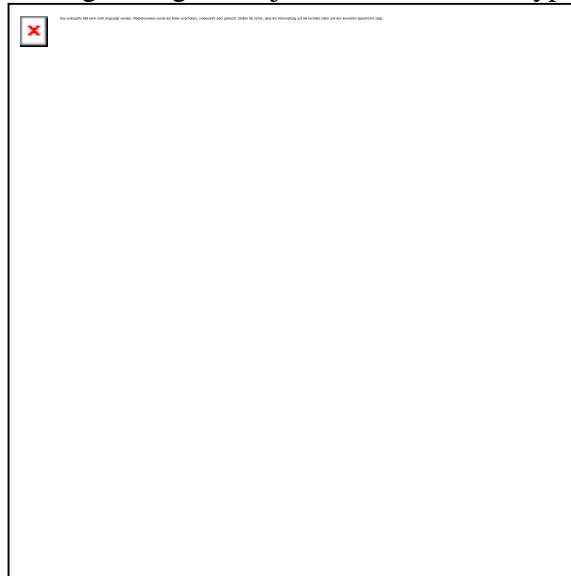
<i>_p</i>	Reference dari player untuk melakukan penambahan inventory
-----------	--

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/cell/facility/**Mixer.java**

engisubs.gameobject.farmanimal.Platypus Class Reference

Inheritance diagram for engisubs.gameobject.farmanimal.Platypus:



Public Member Functions

- **Platypus** (Map< String, Integer > _position, String _name, **Land** _landPos)
- void **produceMeat** (**Player** _p)
- void **produceEgg** (**Player** _p)
- void **produceMilk** (**Player** _p)
- void **talk** ()
- void **interact** (**Player** _p)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.farmanimal.Platypus.Platypus (Map< String, Integer > *_position*, String *_name*, Land *_landPos*)

Constructor dari **Platypus**

Parameters:

<i>_position</i>	Posisi dari Platypus
<i>_name</i>	Nama dari Platypus
<i>_landPos</i>	Posisi Land dimana Platypus berada

Returns:

Instance dari **Platypus**

Member Function Documentation

void engisubs.gameobject.farmanimal.Platypus.interact (**Player** *_p*)

Method untuk melakukan interaksi dimana **Platypus** akan menghasilkan telur dan susu

Parameters:

<i>_p</i>	Reference dari player untuk melakukan penambahan inventory
-----------	--

void engisubs.gameobject.farmanimal.Platypus.produceEgg (Player _p)

Method untuk menghasilkan telur

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.EggProducing** (p.44).

void engisubs.gameobject.farmanimal.Platypus.produceMeat (Player _p)

Method untuk menghasilkan daging

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.MeatProducing** (p.73).

void engisubs.gameobject.farmanimal.Platypus.produceMilk (Player _p)

Method untuk menghasilkan susu

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.MilkProducing** (p.75).

void engisubs.gameobject.farmanimal.Platypus.talk ()

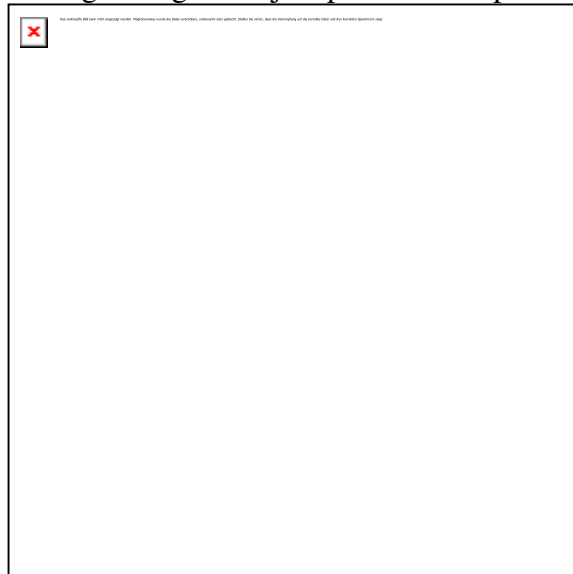
Method untuk berbicara

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/farmanimal/Platypus.java`

engisubs.gameobject.product.farmproduct.egg.PlatypusEgg Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.egg.PlatypusEgg:



Public Member Functions

- **PlatypusEgg** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

PlatypusEgg adalah salah satu Golongan dari **FarmProduct Egg**, Sesuai namanya, product ini dihasilkan oleh Platypus

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.egg.PlatypusEgg.PlatypusEgg (int *_price*, String *_producer*)

Constructor dengan Parameter

Parameters:

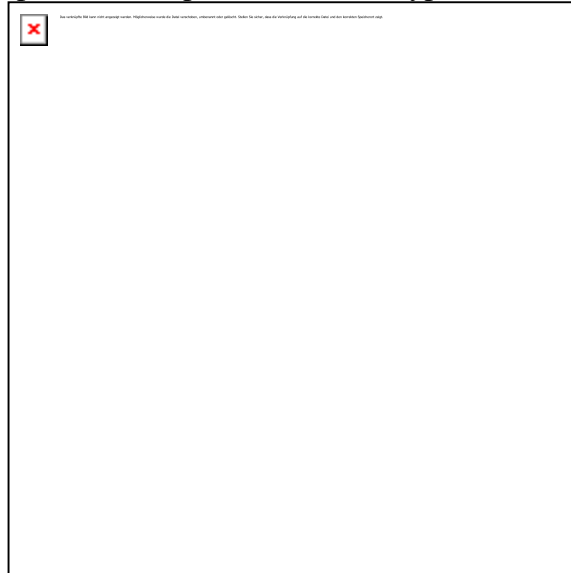
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/egg/**PlatypusEgg.java**

engisubs.gameobject.product.farmproduct.meat.PlatypusMeat Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.meat.PlatypusMeat:



Public Member Functions

- **PlatypusMeat** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

PlatypusMeat adalah salah satu Golongan dari **FarmProduct Meat**, Sesuai namanya, product ini dihasilkan oleh Platypus

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.meat.PlatypusMeat.PlatypusMeat (int *_price*, String *_producer*)

Constructor dengan parameter

Parameters:

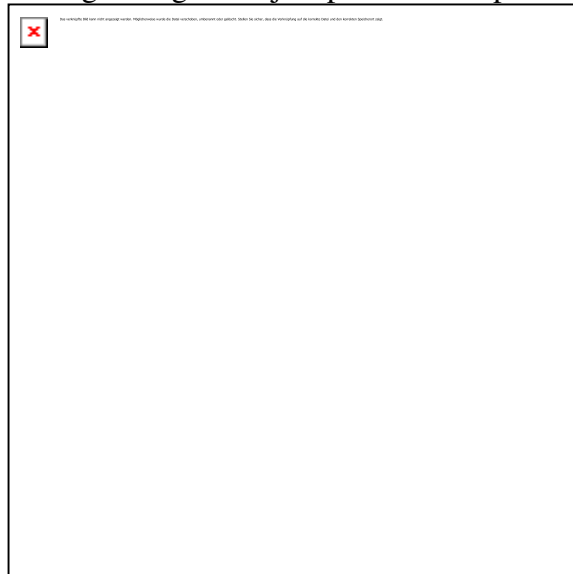
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/product/farmproduct/meat/PlatypusMeat.java`

engisubs.gameobject.product.farmproduct.milk.PlatypusMilk Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.milk.PlatypusMilk:



Public Member Functions

- **PlatypusMilk** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

PlatypusMilk adalah salah satu Golongan dari **FarmProduct Milk**, Sesuai namanya, product ini dihasilkan oleh Platypus

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.milk.PlatypusMilk.PlatypusMilk (int *_price*, String *_producer*)

Constructor dengan parameter

Parameters:

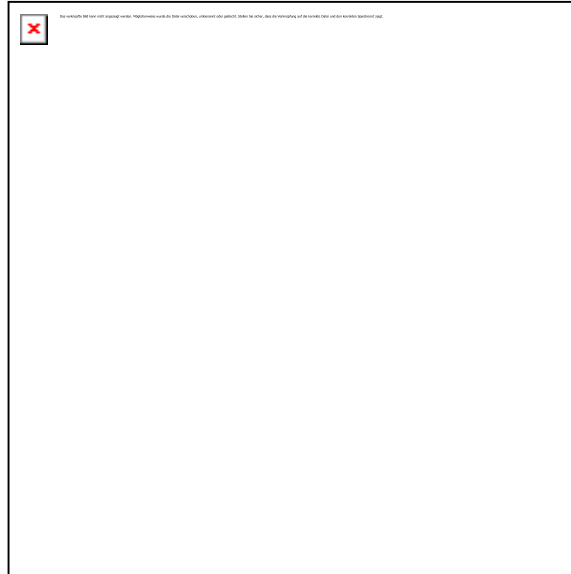
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/milk/**PlatypusMilk.java**

engisubs.gameobject.Player Class Reference

Inheritance diagram for engisubs.gameobject.Player:



Public Member Functions

- **Player** (String _name, int _water, double _uang, Map< String, Integer > pos, List< LinkedList< **Cell** >> _worldMap)
- String **getName** ()
- int **getWater** ()
- List< **Product** > **getInventory** ()
- void **removeInventory** (int idx)
- void **emptyInventory** ()
- double **getUang** ()
- Map< String, Integer > **getCurrentPos** ()
- int **getCount** (**Product** _product)
- void **setName** (String _name)
- void **setWater** (int _water)
- void **addInventory** (**Product** _barang)
- void **setUang** (double _uang)
- void **setPosition** (Map< String, Integer > _currentPos)
- void **talk** ()
- void **interact** ()
- void **kill** (List< **FarmAnimal** > farmAnimalList)
- void **grow** ()
- void **move** (**DirectionType** direction)
- **DirectionType** **getDirection** ()
- **Cell** **getCellInFront** ()
- void **changeDirection** (**DirectionType** newDirection)
- boolean **isValid** (Map< String, Integer > pos)

Public Attributes

- List< **Product** > **inventory**

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.Player.Player (String *_name*, int *_water*, double *_uang*, Map<String, Integer> *pos*, List< LinkedList< Cell >> *_worldMap*)

Konstruktor player

Parameters:

<i>_name</i>	Nama pemain
<i>_water</i>	Jumlah air awal yang dimiliki pemain
<i>_uang</i>	Jumlah uang awal yang dimiliki pemain
<i>row</i>	Posisi absis pemain
<i>col</i>	Posisi ordinat pemain
<i>_worldMap</i>	Peta dunia

Returns:

Objek **Player**

Member Function Documentation

void engisubs.gameobject.Player.addInventory (Product *_barang*)

Menambah barang pada inventory

Parameters:

<i>_barang</i>	Barang yang ingin dimasukkan ke inventory
----------------	---

void engisubs.gameobject.Player.changeDirection (DirectionType *newDirection*)

Mengganti arah hadap pemain

Parameters:

<i>newDirection</i>	Direction pemain yang baru
---------------------	----------------------------

void engisubs.gameobject.Player.emptyInventory ()

Mengkosongkan inventory

Cell engisubs.gameobject.Player.getCellInFront ()

Mengembalikan cell yang dihadapan pemain

Returns:

Cell

int engisubs.gameobject.Player.getCount (Product *_product*)

Menghitung banyaknya suatu product pada inventory

Parameters:

<i>_product</i>	Product yang ingin dicari jumlahnya
-----------------	-------------------------------------

Returns:

Count dari suatu product

Map<String,Integer> engisubs.gameobject.Player.getCurrentPos ()

Getter currentPos

Returns:

currentPos

DirectionType engisubs.gameobject.Player.getDirection ()

Mengembalikan direction pemain

Returns:

direction

List<Product> engisubs.gameobject.Player.getInventory ()

Getter inventory

Returns:

inventory

String engisubs.gameobject.Player.getName ()

Getter nama pemain

Returns:

player_name

double engisubs.gameobject.Player.getUang ()

Getter uang

Returns:

uang

int engisubs.gameobject.Player.getWater ()

Getter air pemain

Returns:

water

void engisubs.gameobject.Player.grow ()

Fungsi grow berguna untuk menumbuhkan rumput pada land yang dikenai, agar bisa dimakan oleh Hewan yang berada pada land tersebut.

void engisubs.gameobject.Player.interact ()

Fungsi interact berguna untuk melakukan interaksi dengan objek objek yang ada. Efek Interaksi bergantung pada objek yang dikenai.

boolean engisubs.gameobject.Player.isValid (Map< String, Integer > pos)

Mengecek apakah suatu koordinat valid atau tidak

Parameters:

<i>row</i>	row koordinat yang ingin dicek
<i>col</i>	col koordinat yang ingin dicek

Returns:

boolean true jika valid

void engisubs.gameobject.Player.kill (List< FarmAnimal > farmAnimalList)

Fungsi kill berguna untuk menyembelih hewan hewan dalam kategori MeatProducing.

void engisubs.gameobject.Player.move (DirectionType direction)

Fungsi Move berguna untuk mengubah posisi dari player sesuai dengan direction yang diberikan.

Parameters:

<i>direction</i>	arah dari pemain sekarang
------------------	---------------------------

void engisubs.gameobject.Player.removeInventory (int *idx*)

Mengkosongkan suatu indeks pada inventory

Parameters:

<i>idx</i>	indeks pada inventory yang ingin dihapus
------------	--

void engisubs.gameobject.Player.setName (String *_name*)

Setter name

Parameters:

<i>_name</i>	Nilai name yang baru
--------------	----------------------

void engisubs.gameobject.Player.setPosition (Map< String, Integer > *_currentPos*)

Setter currentPos

Parameters:

<i>_currentPos</i>	Nilai <i>_currentPos</i> yang baru
--------------------	------------------------------------

void engisubs.gameobject.Player.setUang (double *_uang*)

Setter uang

Parameters:

<i>_uang</i>	Nilai uang yang baru
--------------	----------------------

void engisubs.gameobject.Player.setWater (int *_water*)

Setter water

Parameters:

<i>_water</i>	Nilai water yang baru
---------------	-----------------------

void engisubs.gameobject.Player.talk ()

Fungsi talk berguna untuk ngobrol hewan. Hewan yang diajak ngobrol, adalah hewan yang berada di depan player.

Member Data Documentation

List<Product> engisubs.gameobject.Player.inventory

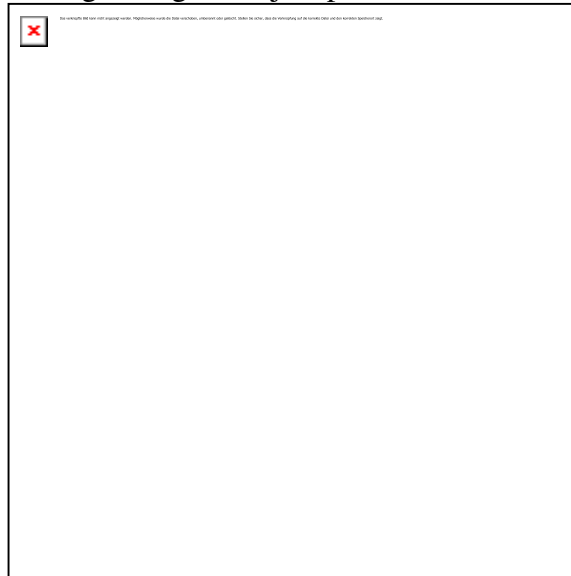
Inventory pemain untuk menyimpan product

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/**Player.java**

engisubs.gameobject.product.Product Class Reference

Inheritance diagram for engisubs.gameobject.product.Product:



Classes

- enum **ProductType**

Public Member Functions

- **Product** ()
- **ProductType** getProductType ()
- int getPrice ()
- String getProductName ()
- void initializeProduct (int _price, **ProductType** _productType, **GameObjectType** _gameObjectType, String _productName)

Protected Attributes

- **ProductType** productType
- String productName
- int price

Additional Inherited Members

Detailed Description

Class **Product** berisi informasi terkait product Informasi yang dimiliki adalah nama product dan harga dari product. Kelas ini merupakan turunan dari kelas **GameObject**

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Constructor & Destructor Documentation

engisubs.gameobject.product.Product.Product ()

Constructor dari **Product**, tidak memiliki Paramater. Akan mengeset harga ke 0.

Member Function Documentation

int engisubs.gameobject.product.Product.getPrice ()

Getter dari price

Returns:

price

String engisubs.gameobject.product.Product.getProductName ()

Getter dari productName

Returns:

productName

ProductType engisubs.gameobject.product.Product.getProductType ()

Getter dari productType

Returns:

productType

void engisubs.gameobject.product.Product.initializeProduct (int *_price*, ProductType *_productType*, GameObjectType *_gameObjectType*, String *_productName*)

Menginisialisasi **Product** sesuai dengan informasi yang diberikan pada parameter

Parameters:

<i>_price</i>	
<i>_productType</i>	
<i>_gameObjectType</i>	
<i>_productName</i>	

Member Data Documentation

int engisubs.gameobject.product.Product.price [protected]

Harga dari produk

String engisubs.gameobject.product.Product.productName [protected]

Nama dari produk

ProductType engisubs.gameobject.product.Product.productType [protected]

productType berisi informasi terkait Tipe **Product**. Tipe tipe product tersebut ada di dalam enumerator **ProductType**

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/**Product.java**

engisubs.gameobject.product.Product.ProductType Enum Reference

Public Attributes

- `FARMPRODUCT`
 - `SIDEPRODUCT`
-

Detailed Description

Enumerator **Product** Type

Member Data Documentation

`engisubs.gameobject.product.Product.ProductType.FARMPRODUCT`

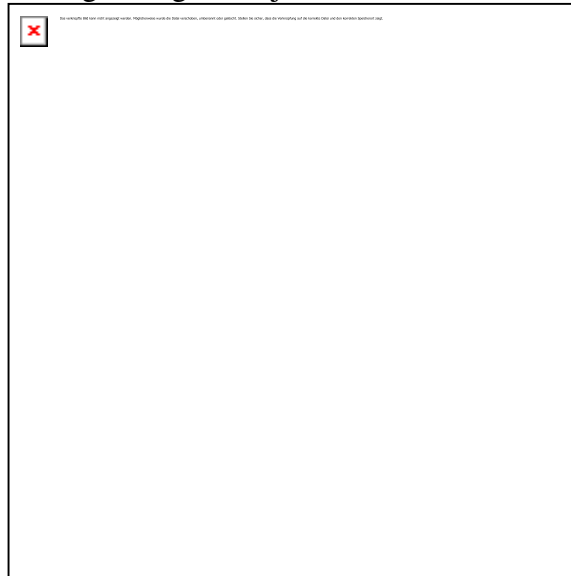
`engisubs.gameobject.product.Product.ProductType.SIDEPRODUCT`

The documentation for this enum was generated from the following file:

- `src/main/java/engisubs/gameobject/product/Product.java`

engisubs.gameobject.farmanimal.Pterodactyl Class Reference

Inheritance diagram for engisubs.gameobject.farmanimal.Pterodactyl:



Public Member Functions

- **Pterodactyl** (Map< String, Integer > _position, String _name, **Land** _landPos)
- void **produceEgg** (**Player** _p)
- void **talk** ()
- void **interact** (**Player** _p)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.farmanimal.Pterodactyl.Pterodactyl (Map< String, Integer > **_position**, String **_name**, **Land** **_landPos**)

Constructor dari **Pterodactyl**

Parameters:

<i>_position</i>	Posisi dari Pterodactyl
<i>_name</i>	Nama dari Pterodactyl
<i>_landPos</i>	Posisi Land dimana Pterodactyl berada

Returns:

Instance dari **Pterodactyl**

Member Function Documentation

void engisubs.gameobject.farmanimal.Pterodactyl.interact (**Player** **_p**)

Method untuk melakukan interaksi dimana **Pterodactyl** akan menghasilkan telur

Parameters:

<i>_p</i>	Reference dari player untuk melakukan penambahan inventory
-----------	--

void engisubs.gameobject.farmanimal.Pterodactyl.produceEgg (Player _p)

Method untuk menghasilkan telur

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.EggProducing** (p.44).

void engisubs.gameobject.farmanimal.Pterodactyl.talk ()

Method untuk berbicara

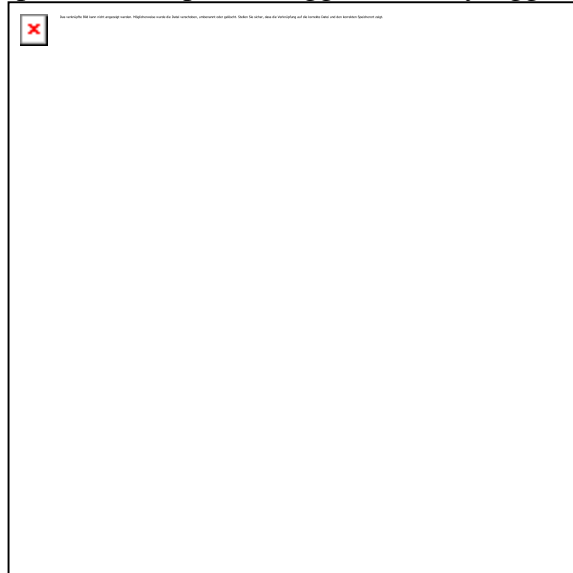
The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/farmanimal/Pterodactyl.java`

engisubs.gameobject.product.farmproduct.egg.PterodactylEgg Class Reference

Inheritance diagram for

engisubs.gameobject.product.farmproduct.egg.PterodactylEgg:



Public Member Functions

- **PterodactylEgg** (int _price, String _producer)

Additional Inherited Members

Detailed Description

PterodactylEgg adalah salah satu Golongan dari **FarmProduct Egg**, Sesuai namanya, product ini dihasilkan oleh Pterodactyl

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Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.egg.PterodactylEgg.PterodactylEgg (int _price, String _producer)

Constructor dengan Parameter

Parameters:

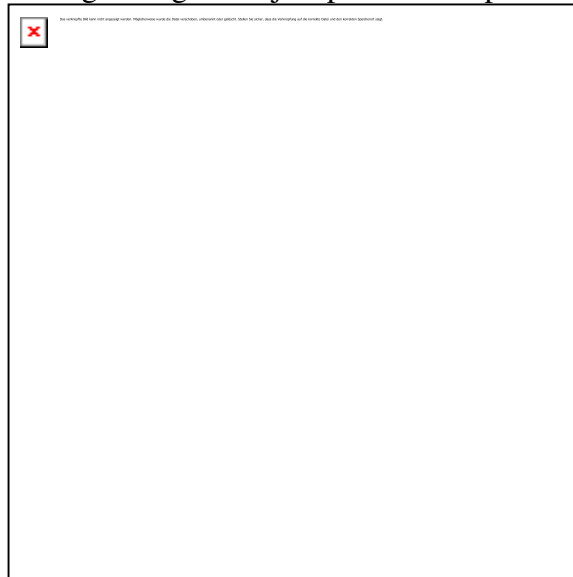
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/product/farmproduct/egg/PterodactylEgg.java`

engisubs.gameobject.product.sideproduct.SideProduct Class Reference

Inheritance diagram for engisubs.gameobject.product.sideproduct.SideProduct:



Public Member Functions

- `SideProduct ()`

Additional Inherited Members

Detailed Description

Kelas **SideProduct** berperan sebagai discriminator dari product" yang bisa dibuat di mixer. **Product** yang tergolong dalam Side **Product** adalah: **Mayonaise, Steak, Cheese, Ekado**

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Constructor & Destructor Documentation

`engisubs.gameobject.product.sideproduct.SideProduct.SideProduct ()`

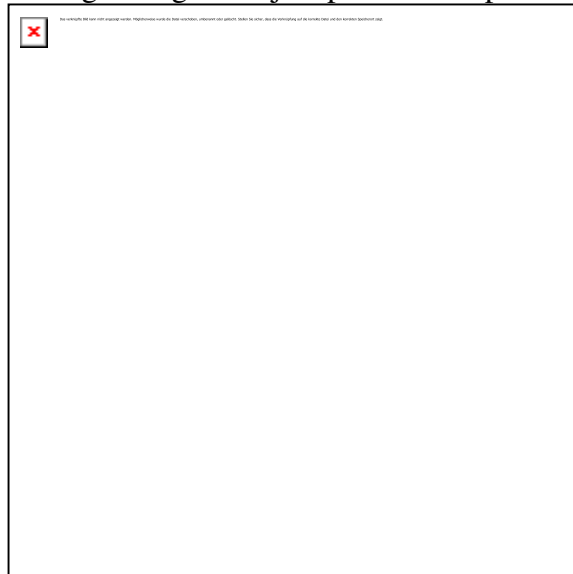
Constructor tanpa parameter

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/product/sideproduct/SideProduct.java`

engisubs.gameobject.product.sideproduct.Steak Class Reference

Inheritance diagram for engisubs.gameobject.product.sideproduct.Steak:



Public Member Functions

- **Steak** (int *_price*)

Static Public Member Functions

- static LinkedList< **FarmProductType** > **getResep** ()
- static **FarmProductType** **getResepwithIdx** (int index)
- static void **InitResep** ()

Additional Inherited Members

Detailed Description

Steak adalah salah satu kelas dalam bagian **SideProduct**. **Steak** dapat dibuat menggunakan Interact Mixer. Bahan Bahan Pembuat **Steak** adalah : MEAT & EGG

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Constructor & Destructor Documentation

engisubs.gameobject.product.sideproduct.Steak.Steak (int *_price*)

Constructor dengan Parameter

Parameters:

<i>_price</i>	
---------------	--

Member Function Documentation

static LinkedList<FarmProductType>

engisubs.gameobject.product.sideproduct.Steak.getResep () [static]

Getter untuk resep **Steak**

Returns:

resep

static FarmProductType

**engisubs.gameobject.product.sideproduct.Steak.getResepwithIdx (int
index) [static]**

Getter untuk resep **Steak** dengan Index tertentu Index yang bisa dilayani saat ini antara 0-1, karena resep **Steak** hanya terdiri dari 2 elemen

Parameters:

<i>index</i>	
--------------	--

Returns:

resep[index] , or null if not found

static void engisubs.gameobject.product.sideproduct.Steak.InitResep () [static]

Inisialisasi Resep dari **Steak**, mengisi Atribut resep dengan 2 bahan Utama yaitu MEAT & EGG

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/sideproduct/**Steak.java**

engisubs.gameobject.cell.land.TestBarn Class Reference

Public Member Functions

- void **initObject** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **renderTest** ()
-

Member Function Documentation

void engisubs.gameobject.cell.land.TestBarn.cleanStreams ()

void engisubs.gameobject.cell.land.TestBarn.initObject ()

void engisubs.gameobject.cell.land.TestBarn.instantiationTest ()

void engisubs.gameobject.cell.land.TestBarn.renderTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/land/TestBarn.java`

engisubs.gameobject.faranimal.TestBison Class Reference

Public Member Functions

- void **initTest** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **itCanTalkSOMEHOW** ()
 - void **renderTest** ()
 - void **itCanProduceMilk** ()
 - void **itCanProduceMeat** ()
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestBison.cleanStreams ()

void engisubs.gameobject.faranimal.TestBison.initTest ()

void engisubs.gameobject.faranimal.TestBison.instantiationTest ()

void engisubs.gameobject.faranimal.TestBison.itCanProduceMeat ()

void engisubs.gameobject.faranimal.TestBison.itCanProduceMilk ()

void engisubs.gameobject.faranimal.TestBison.itCanTalkSOMEHOW ()

void engisubs.gameobject.faranimal.TestBison.renderTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestBison.java`

engisubs.gameobject.product.farmproduct.meat.TestBisonMeat Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.meat.TestBisonMeat.initObject ()

void engisubs.gameobject.product.farmproduct.meat.TestBisonMeat.instantiationTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/meat/TestBisonMeat.java`

engisubs.gameobject.product.farmproduct.milk.TestBisonMilk Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.milk.TestBisonMilk.initObject ()

void engisubs.gameobject.product.farmproduct.milk.TestBisonMilk.instantiationTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/milk/TestBisonMilk.java`

engisubs.gameobject.cell.TestCell Class Reference

Public Member Functions

- void `autoTest` ()
-

Member Function Documentation

`void engisubs.gameobject.cell.TestCell.autoTest ()`

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/TestCell.java`

engisubs.gameobject.product.sideproduct.TestCheese Class Reference

Public Member Functions

- void **setUpObject** ()
 - void **instantiationTest** ()
 - void **resepTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.sideproduct.TestCheese.instantiationTest ()

void engisubs.gameobject.product.sideproduct.TestCheese.resepTest ()

void engisubs.gameobject.product.sideproduct.TestCheese.setUpObject ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/sideproduct/TestCheese.java`

engisubs.gameobject.faranimal.TestChicken Class Reference

Public Member Functions

- void **initTest** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **itCanTalkSOMEHOW** ()
 - void **renderTest** ()
 - void **itCanProduceEgg** ()
 - void **itCanProduceMeat** ()
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestChicken.cleanStreams ()

void engisubs.gameobject.faranimal.TestChicken.initTest ()

void engisubs.gameobject.faranimal.TestChicken.instantiationTest ()

void engisubs.gameobject.faranimal.TestChicken.itCanProduceEgg ()

void engisubs.gameobject.faranimal.TestChicken.itCanProduceMeat ()

void engisubs.gameobject.faranimal.TestChicken.itCanTalkSOMEHOW ()

void engisubs.gameobject.faranimal.TestChicken.renderTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestChicken.java`

engisubs.gameobject.product.farmproduct.egg.TestChickenEgg Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.egg.TestChickenEgg.initObject ()

void engisubs.gameobject.product.farmproduct.egg.TestChickenEgg.instantiationTest ()

The documentation for this class was generated from the following file:

- **src/test/java/engisubs/gameobject/product/farmproduct/egg/TestChickenEgg.java**

engisubs.gameobject.product.farmproduct.meat.TestChickenMeat Class Reference

Public Member Functions

- void **initObject** ()
- void **instantiationTest** ()

Member Function Documentation

void engisubs.gameobject.product.farmproduct.meat.TestChickenMeat.initObject ()

**void
engisubs.gameobject.product.farmproduct.meat.TestChickenMeat.instantiationTest ()**

The documentation for this class was generated from the following file:

- **src/test/java/engisubs/gameobject/product/farmproduct/meat/TestChickenMeat.java**

engisubs.gameobject.cell.land.TestCoop Class Reference

Public Member Functions

- void **initObject** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **renderTest** ()
-

Member Function Documentation

void engisubs.gameobject.cell.land.TestCoop.cleanStreams ()

void engisubs.gameobject.cell.land.TestCoop.initObject ()

void engisubs.gameobject.cell.land.TestCoop.instantiationTest ()

void engisubs.gameobject.cell.land.TestCoop.renderTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/land/TestCoop.java`

engisubs.gameobject.faranimal.TestDog Class Reference

Public Member Functions

- void **setUpStreams** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **itCanTalkSOMEHOW** ()
 - void **renderTest** ()
 - void **interactTest** ()
 - void **itCanProduceMeat** ()
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestDog.cleanStreams ()

void engisubs.gameobject.faranimal.TestDog.instantiationTest ()

void engisubs.gameobject.faranimal.TestDog.interactTest ()

void engisubs.gameobject.faranimal.TestDog.itCanProduceMeat ()

void engisubs.gameobject.faranimal.TestDog.itCanTalkSOMEHOW ()

void engisubs.gameobject.faranimal.TestDog.renderTest ()

void engisubs.gameobject.faranimal.TestDog.setUpStreams ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestDog.java`

engisubs.gameobject.product.farmproduct.meat.TestDogMeat Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.meat.TestDogMeat.initObject ()

void engisubs.gameobject.product.farmproduct.meat.TestDogMeat.instantiationTest ()

The documentation for this class was generated from the following file:

- **src/test/java/engisubs/gameobject/product/farmproduct/meat/TestDogMeat.java**

engisubs.gameobject.product.farmproduct.egg.TestEgg Class Reference

Public Member Functions

- `void autoTest ()`
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.egg.TestEgg.autoTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/egg/TestEgg.java`

engisubs.gameobject.faranimal.TestEggProducing Class Reference

Public Member Functions

- `void autoTest ()`
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestEggProducing.autoTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestEggProducing.java`

engisubs.gameobject.product.sideproduct.TestEkado Class Reference

Public Member Functions

- void **setUpObject** ()
 - void **instantiationTest** ()
 - void **resepTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.sideproduct.TestEkado.instantiationTest ()

void engisubs.gameobject.product.sideproduct.TestEkado.resepTest ()

void engisubs.gameobject.product.sideproduct.TestEkado.setUpObject ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/sideproduct/TestEkado.java`

engisubs.gameobject.cell.facility.TestFacility Class Reference

Public Member Functions

- `void autoTest ()`
-

Member Function Documentation

void engisubs.gameobject.cell.facility.TestFacility.autoTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/facility/TestFacility.java`

engisubs.gameobject.faranimal.TestFarmAnimal Class Reference

Public Member Functions

- `void autoTest ()`
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestFarmAnimal.autoTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestFarmAnimal.java`

engisubs.gameobject.product.farmproduct.TestFarmProduct Class Reference

Public Member Functions

- void **instantiateObject** ()
 - void **cleanStreams** ()
 - void **initObjectTest** ()
 - void **initProducerTest** ()
 - void **testStaticGetFarmProductType** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.TestFarmProduct.cleanStreams ()

void engisubs.gameobject.product.farmproduct.TestFarmProduct.initObjectTest ()

void engisubs.gameobject.product.farmproduct.TestFarmProduct.initProducerTest ()

void engisubs.gameobject.product.farmproduct.TestFarmProduct.instantiateObject ()

**void
engisubs.gameobject.product.farmproduct.TestFarmProduct.testStaticGetFarmProductType ()**

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/TestFarmProduct.java`

engisubs.gameobject.TestGame Class Reference

Public Member Functions

- void `autoSucces` ()
-

Member Function Documentation

`void engisubs.gameobject.TestGame.autoSucces ()`

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/TestGame.java`

engisubs.gameobject.TestGameObject Class Reference

Public Member Functions

- void **setUpStreams** ()
 - void **cleanStreams** ()
 - void **constructorWithoutParam** ()
 - void **initializationTest** ()
 - void **interactMethodTest** ()
 - void **renderMethodTest** ()
 - void **initGameObjectMethodTest** ()
-

Member Function Documentation

void engisubs.gameobject.TestGameObject.cleanStreams ()

void engisubs.gameobject.TestGameObject.constructorWithoutParam ()

void engisubs.gameobject.TestGameObject.initGameObjectMethodTest ()

void engisubs.gameobject.TestGameObject.initializationTest ()

void engisubs.gameobject.TestGameObject.interactMethodTest ()

void engisubs.gameobject.TestGameObject.renderMethodTest ()

void engisubs.gameobject.TestGameObject.setUpStreams ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/TestGameObject.java`

engisubs.gameobject.cell.land.TestGrassland Class Reference

Public Member Functions

- void **initObject** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **renderTest** ()
-

Member Function Documentation

void engisubs.gameobject.cell.land.TestGrassland.cleanStreams ()

void engisubs.gameobject.cell.land.TestGrassland.initObject ()

void engisubs.gameobject.cell.land.TestGrassland.instantiationTest ()

void engisubs.gameobject.cell.land.TestGrassland.renderTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/land/TestGrassland.java`

engisubs.gameobject.cell.land.TestLand Class Reference

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/land/TestLand.java`

engisubs.gameobject.product.sideproduct.TestMayonaise Class Reference

Public Member Functions

- void **setUpObject** ()
 - void **instantiationTest** ()
 - void **resepTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.sideproduct.TestMayonaise.instantiationTest ()

void engisubs.gameobject.product.sideproduct.TestMayonaise.resepTest ()

void engisubs.gameobject.product.sideproduct.TestMayonaise.setUpObject ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/sideproduct/TestMayonaise.java`

engisubs.gameobject.product.farmproduct.meat.TestMeat Class Reference

Public Member Functions

- `void autoTest ()`

Member Function Documentation

void engisubs.gameobject.product.farmproduct.meat.TestMeat.autoTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/meat/TestMeat.java`

engisubs.gameobject.faranimal.TestMeatProducing Class Reference

Public Member Functions

- `void autoTest ()`
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestMeatProducing.autoTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestMeatProducing.java`

engisubs.gameobject.product.farmproduct.milk.TestMilk Class Reference

Public Member Functions

- `void autoTest ()`

Member Function Documentation

`void engisubs.gameobject.product.farmproduct.milk.TestMilk.autoTest ()`

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/milk/TestMilk.java`

engisubs.gameobject.faranimal.TestMilkProducing Class Reference

Public Member Functions

- `void autoTest ()`
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestMilkProducing.autoTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestMilkProducing.java`

engisubs.gameobject.cell.facility.TestMixer Class Reference

Public Member Functions

- void **initMixer** ()
 - void **cleanStreams** ()
 - void **initSuccess** ()
-

Member Function Documentation

void engisubs.gameobject.cell.facility.TestMixer.cleanStreams ()

void engisubs.gameobject.cell.facility.TestMixer.initMixer ()

void engisubs.gameobject.cell.facility.TestMixer.initSuccess ()

The documentation for this class was generated from the following file:

- src/test/java/engisubs/gameobject/cell/facility/**TestMixer.java**

engisubs.gameobject.faranimal.TestPlatypus Class Reference

Public Member Functions

- void **initTest** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **itCanTalkSOMEHOW** ()
 - void **renderTest** ()
 - void **itCanProduceEggandMilk** ()
 - void **itCanProduceMeat** ()
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestPlatypus.cleanStreams ()

void engisubs.gameobject.faranimal.TestPlatypus.initTest ()

void engisubs.gameobject.faranimal.TestPlatypus.instantiationTest ()

void engisubs.gameobject.faranimal.TestPlatypus.itCanProduceEggandMilk ()

void engisubs.gameobject.faranimal.TestPlatypus.itCanProduceMeat ()

void engisubs.gameobject.faranimal.TestPlatypus.itCanTalkSOMEHOW ()

void engisubs.gameobject.faranimal.TestPlatypus.renderTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestPlatypus.java`

engisubs.gameobject.product.farmproduct.egg.TestPlatypusEgg Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.egg.TestPlatypusEgg.initObject ()

void engisubs.gameobject.product.farmproduct.egg.TestPlatypusEgg.instantiationTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/egg/TestPlatypusEgg.java`

engisubs.gameobject.product.farmproduct.meat.TestPlatypus Meat Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.meat.TestPlatypusMeat.initObject ()

**void
engisubs.gameobject.product.farmproduct.meat.TestPlatypusMeat.instantiationTest ()**

The documentation for this class was generated from the following file:

- **src/test/java/engisubs/gameobject/product/farmproduct/meat/TestPlatypusMeat.java**

engisubs.gameobject.product.farmproduct.milk.TestPlatypusMilk Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.milk.TestPlatypusMilk.initObject ()

**void
engisubs.gameobject.product.farmproduct.milk.TestPlatypusMilk.instantiationTest ()**

The documentation for this class was generated from the following file:

- **src/test/java/engisubs/gameobject/product/farmproduct/milk/TestPlatypusMilk.java**

engisubs.gameobject.TestPlayer Class Reference

Public Member Functions

- void **initTruck** ()
 - void **cleanStreams** ()
 - void **instantiationSuccess** ()
-

Member Function Documentation

void engisubs.gameobject.TestPlayer.cleanStreams ()

void engisubs.gameobject.TestPlayer.initTruck ()

void engisubs.gameobject.TestPlayer.instantiationSuccess ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/TestPlayer.java`

engisubs.gameobject.product.TestProduct Class Reference

Public Member Functions

- void **setUpStreams** ()
 - void **cleanStreams** ()
 - void **initDefaultObjectTest** ()
 - void **initProductTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.TestProduct.cleanStreams ()

void engisubs.gameobject.product.TestProduct.initDefaultObjectTest ()

void engisubs.gameobject.product.TestProduct.initProductTest ()

void engisubs.gameobject.product.TestProduct.setUpStreams ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/TestProduct.java`

engisubs.gameobject.faranimal.TestPterodactyl Class Reference

Public Member Functions

- void **initTest** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **itCanTalkSOMEHOW** ()
 - void **renderTest** ()
 - void **itCanProduceEgg** ()
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestPterodactyl.cleanStreams ()

void engisubs.gameobject.faranimal.TestPterodactyl.initTest ()

void engisubs.gameobject.faranimal.TestPterodactyl.instantiationTest ()

void engisubs.gameobject.faranimal.TestPterodactyl.itCanProduceEgg ()

void engisubs.gameobject.faranimal.TestPterodactyl.itCanTalkSOMEHOW ()

void engisubs.gameobject.faranimal.TestPterodactyl.renderTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestPterodactyl.java`

engisubs.gameobject.product.farmproduct.egg.TestPterodactylEgg Class Reference

Public Member Functions

- void **initObject** ()
- void **instantiationTest** ()

Member Function Documentation

void engisubs.gameobject.product.farmproduct.egg.TestPterodactylEgg.initObject ()

**void
engisubs.gameobject.product.farmproduct.egg.TestPterodactylEgg.instantiationTest ()**

The documentation for this class was generated from the following file:

- **src/test/java/engisubs/gameobject/product/farmproduct/egg/TestPterodactylEgg.java**

engisubs.gameobject.product.sideproduct.TestSideProduct Class Reference

Public Member Functions

- void **setUpStreams** ()
 - void **cleanStreams** ()
 - void **initDefaultObjectTest** ()
 - void **initProductTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.sideproduct.TestSideProduct.cleanStreams ()

**void engisubs.gameobject.product.sideproduct.TestSideProduct.initDefaultObjectTest
()**

void engisubs.gameobject.product.sideproduct.TestSideProduct.initProductTest ()

void engisubs.gameobject.product.sideproduct.TestSideProduct.setUpStreams ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/sideproduct/TestSideProduct.java`

engisubs.gameobject.product.sideproduct.TestSteak Class Reference

Public Member Functions

- void **setUpObject** ()
- void **instantiationTest** ()
- void **resepTest** ()

Member Function Documentation

void engisubs.gameobject.product.sideproduct.TestSteak.instantiationTest ()

void engisubs.gameobject.product.sideproduct.TestSteak.resepTest ()

void engisubs.gameobject.product.sideproduct.TestSteak.setUpObject ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/sideproduct/TestSteak.java`

engisubs.gameobject.faranimal.TestTRex Class Reference

Public Member Functions

- void **setUpStreams** ()
 - void **cleanStreams** ()
 - void **instantiationTest** ()
 - void **itCanTalkSOMEHOW** ()
 - void **renderTest** ()
 - void **interactTest** ()
 - void **itCanProduceMeat** ()
-

Member Function Documentation

void engisubs.gameobject.faranimal.TestTRex.cleanStreams ()

void engisubs.gameobject.faranimal.TestTRex.instantiationTest ()

void engisubs.gameobject.faranimal.TestTRex.interactTest ()

void engisubs.gameobject.faranimal.TestTRex.itCanProduceMeat ()

void engisubs.gameobject.faranimal.TestTRex.itCanTalkSOMEHOW ()

void engisubs.gameobject.faranimal.TestTRex.renderTest ()

void engisubs.gameobject.faranimal.TestTRex.setUpStreams ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/faranimal/TestTRex.java`

engisubs.gameobject.product.farmproduct.meat.TestTRexMeat Class Reference

Public Member Functions

- void **initObject** ()
 - void **instantiationTest** ()
-

Member Function Documentation

void engisubs.gameobject.product.farmproduct.meat.TestTRexMeat.initObject ()

void engisubs.gameobject.product.farmproduct.meat.TestTRexMeat.instantiationTest ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/product/farmproduct/meat/TestTRexMeat.java`

engisubs.gameobject.cell.facility.TestTruck Class Reference

Public Member Functions

- void **initTruck** ()
 - void **cleanStreams** ()
 - void **initSuccess** ()
 - void **interactSuccess** ()
-

Member Function Documentation

void engisubs.gameobject.cell.facility.TestTruck.cleanStreams ()

void engisubs.gameobject.cell.facility.TestTruck.initSuccess ()

void engisubs.gameobject.cell.facility.TestTruck.initTruck ()

void engisubs.gameobject.cell.facility.TestTruck.interactSuccess ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/facility/TestTruck.java`

engisubs.gameobject.cell.facility.TestWell Class Reference

Public Member Functions

- void **initWell** ()
 - void **cleanStreams** ()
 - void **initSuccess** ()
 - void **interactSuccess** ()
-

Member Function Documentation

void engisubs.gameobject.cell.facility.TestWell.cleanStreams ()

void engisubs.gameobject.cell.facility.TestWell.initSuccess ()

void engisubs.gameobject.cell.facility.TestWell.initWell ()

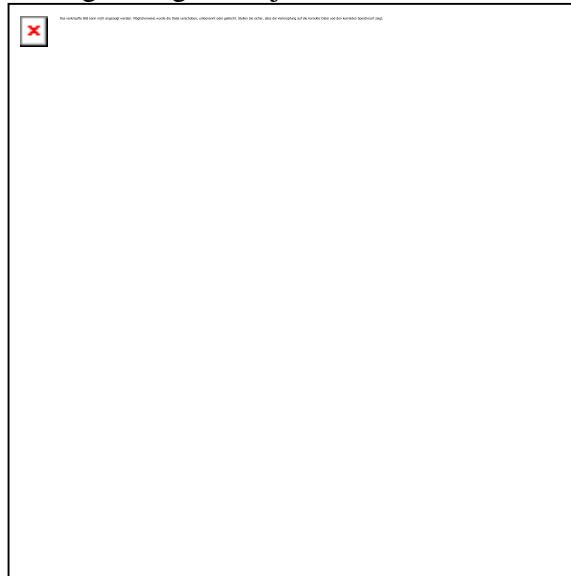
void engisubs.gameobject.cell.facility.TestWell.interactSuccess ()

The documentation for this class was generated from the following file:

- `src/test/java/engisubs/gameobject/cell/facility/TestWell.java`

engisubs.gameobject.farmanimal.TRex Class Reference

Inheritance diagram for engisubs.gameobject.farmanimal.TRex:



Public Member Functions

- **TRex** (Map< String, Integer > _position, String _name, **Land** _landPos)
- void **produceMeat** (**Player** _p)
- void **talk** ()
- void **interact** (**Player** _p)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.farmanimal.TRex.TRex (Map< String, Integer > *_position*, String *_name*, Land *_landPos*)

Constructor dari **TRex**

Parameters:

<i>_position</i>	Posisi dari TRex
<i>_name</i>	Nama dari TRex
<i>_landPos</i>	Posisi Land dimana TRex berada

Returns:

Instance dari **TRex**

Member Function Documentation

void engisubs.gameobject.farmanimal.TRex.interact (**Player** *_p*)

Method untuk melakukan interaksi kepada **TRex** sebagai perwujudan fungsi abstrak pada **GameObject**

Parameters:

<i>_p</i>	Reference dari player untuk melakukan penambahan inventory
-----------	--

void engisubs.gameobject.farmanimal.TRex.produceMeat (Player _p)

Method untuk menghasilkan daging

Parameters:

<code>_p</code>	Reference dari player untuk melakukan penambahan inventory
-----------------	--

Implements **engisubs.gameobject.farmanimal.MeatProducing** (p.73).

void engisubs.gameobject.farmanimal.TRex.talk ()

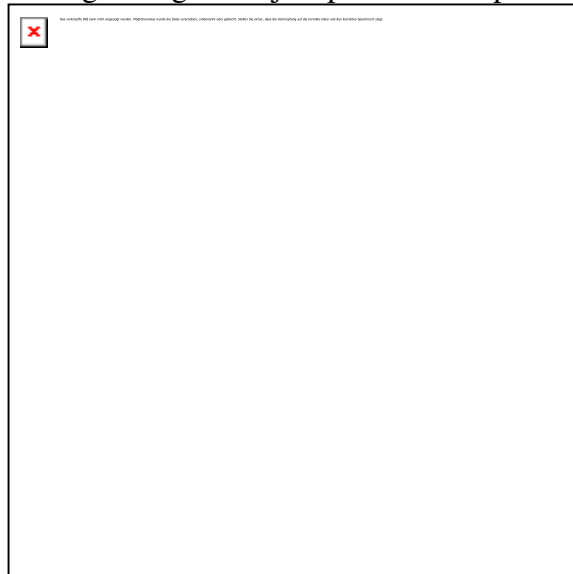
Method untuk berbicara

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/farmanimal/TRex.java`

engisubs.gameobject.product.farmproduct.meat.TRexMeat Class Reference

Inheritance diagram for engisubs.gameobject.product.farmproduct.meat.TRexMeat:



Public Member Functions

- **TRexMeat** (int *_price*, String *_producer*)

Additional Inherited Members

Detailed Description

TRexMeat adalah salah satu Golongan dari **FarmProduct Meat**, Sesuai namanya, product ini dihasilkan oleh TRex

Author:

007 - Mohammad Ridwan Hady Arifin
025 - Ricky Yuliawan
070 - Aidil Rezki Suljztan Syawaludin
091 - Adyaksa Wisanggeni
115 - Edward Alexander Jaya

Constructor & Destructor Documentation

engisubs.gameobject.product.farmproduct.meat.TRexMeat.TRexMeat (int *_price*, String *_producer*)

Constructor dengan parameter

Parameters:

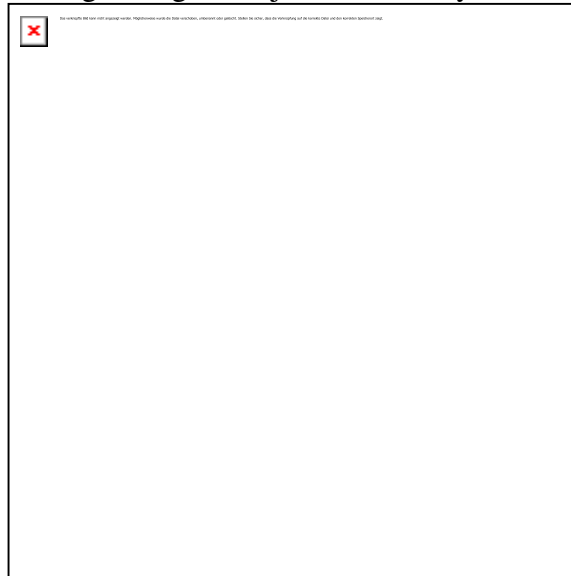
<i>_price</i>	
<i>_producer</i>	

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/product/farmproduct/meat/**TRexMeat.java**

engisubs.gameobject.cell.facility.Truck Class Reference

Inheritance diagram for engisubs.gameobject.cell.facility.Truck:



Public Member Functions

- **Truck** (Map< String, Integer > _position)
- void **interact** (**Player** _p)
- void **setNotUsableTurns** (int nut)
- int **getNotUsableTurns** ()

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.facility.Truck.Truck (Map< String, Integer > *_position*)

Constructor dari **Truck**

Parameters:

<i>_position</i>	Posisi dari Truck
------------------	--------------------------

Returns:

Instance dari **Truck**

Member Function Documentation

int engisubs.gameobject.cell.facility.Truck.getNotUsableTurns ()

Getter getNotUsableTurns

Returns:

notUsableTurns

void engisubs.gameobject.cell.facility.Truck.interact (**Player** *_p*)

Interact() berguna untuk berinteraksi dengan '**Truck**'. Berinteraksi dengan '**Truck**' akan menjual semua barang yang ada di Inventory player, dan menambah uang pemain

sejumlah harga barang - barang tersebut. Setelah interact digunakan, Interact tidak akan bisa digunakan untuk sementara waktu.

Parameters:

<i>_p</i>	Reference dari player untuk melakukan penambahan inventory
-----------	--

void engisubs.gameobject.cell.facility.Truck.setNotUsableTurns (int *nut*)

Setter notUsableTurns

Parameters:

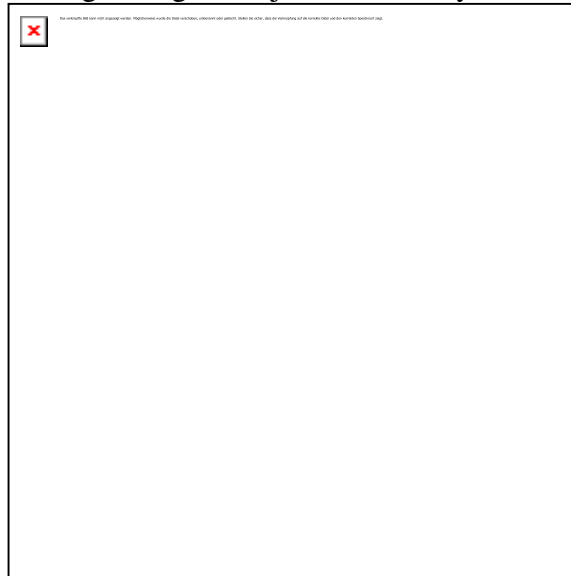
<i>nut</i>	Nilai notUsableTurns yang baruu
------------	---------------------------------

The documentation for this class was generated from the following file:

- `src/main/java/engisubs/gameobject/cell/facility/Truck.java`

engisubs.gameobject.cell.facility.Well Class Reference

Inheritance diagram for engisubs.gameobject.cell.facility.Well:



Public Member Functions

- **Well** (Map< String, Integer > *_position*)
- void **interact** (**Player** *_p*)

Additional Inherited Members

Constructor & Destructor Documentation

engisubs.gameobject.cell.facility.Well.Well (Map< String, Integer > *_position*)

Constructor dari **Well**

Parameters:

<i>_position</i>	Posisi dari Well
------------------	-------------------------

Returns:

Instance dari **Well**

Member Function Documentation

void engisubs.gameobject.cell.facility.Well.interact (**Player** *_p*)

Melakukan interact dengan **Well** untuk mengisi air sampai penuh

Parameters:

<i>_p</i>	Reference dari player untuk melakukan penambahan inventory
-----------	--

The documentation for this class was generated from the following file:

- src/main/java/engisubs/gameobject/cell/facility/**Well.java**

File Documentation

src/main/java/engisubs/gameobject/cell/Cell.java File Reference

Classes

- class `engisubs.gameobject.cell.Cell`

Packages

- package `engisubs.gameobject.cell`

src/main/java/engisubs/gameobject/cell/facility/Facility.java

File Reference

Classes

- class `engisubs.gameobject.cell.facility.Facility`

Packages

- package `engisubs.gameobject.cell.facility`

src/main/java/engisubs/gameobject/cell/facility/Mixer.java File Reference

Classes

- class `engisubs.gameobject.cell.facility.Mixer`

Packages

- package `engisubs.gameobject.cell.facility`

src/main/java/engisubs/gameobject/cell/facility/Truck.java File Reference

Classes

- class `engisubs.gameobject.cell.facility.Truck`

Packages

- package `engisubs.gameobject.cell.facility`

src/main/java/engisubs/gameobject/cell/facility/Well.java File Reference

Classes

- class `engisubs.gameobject.cell.facility.Well`

Packages

- package `engisubs.gameobject.cell.facility`

src/main/java/engisubs/gameobject/cell/land/Barn.java File Reference

Classes

- class `engisubs.gameobject.cell.land.Barn`

Packages

- package `engisubs.gameobject.cell.land`

src/main/java/engisubs/gameobject/cell/land/Coop.java File Reference

Classes

- class `engisubs.gameobject.cell.land.Coop`

Packages

- package `engisubs.gameobject.cell.land`

src/main/java/engisubs/gameobject/cell/land/Grassland.java

File Reference

Classes

- class `engisubs.gameobject.cell.land.Grassland`

Packages

- package `engisubs.gameobject.cell.land`

src/main/java/engisubs/gameobject/cell/land/Land.java File Reference

Classes

- class `engisubs.gameobject.cell.land.Land`
- enum `engisubs.gameobject.cell.land.Land.LandType`

Packages

- package `engisubs.gameobject.cell.land`

src/main/java/engisubs/gameobject/farmanimal/Bison.java

File Reference

Classes

- class `engisubs.gameobject.farmanimal.Bison`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/farmanimal/Chicken.java

File Reference

Classes

- class `engisubs.gameobject.farmanimal.Chicken`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/farmanimal/Dog.java File Reference

Classes

- class `engisubs.gameobject.farmanimal.Dog`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/farmanimal/EggProducing.java File Reference

Classes

- interface `engisubs.gameobject.farmanimal.EggProducing`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/farmanimal/FarmAnimal.java File Reference

Classes

- class engisubs.gameobject.farmanimal.FarmAnimal

Packages

- package engisubs.gameobject.farmanimal

src/main/java/engisubs/gameobject/farmanimal/MeatProducing.java File Reference

Classes

- interface `engisubs.gameobject.farmanimal.MeatProducing`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/farmanimal/MilkProducing .java File Reference

Classes

- interface **engisubs.gameobject.farmanimal.MilkProducing**

Packages

- package **engisubs.gameobject.farmanimal**

src/main/java/engisubs/gameobject/farmanimal/Platypus.java

File Reference

Classes

- class `engisubs.gameobject.farmanimal.Platypus`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/farmanimal/Pterodactyl.java File Reference

Classes

- class `engisubs.gameobject.farmanimal.Pterodactyl`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/farmanimal/TRex.java File Reference

Classes

- class `engisubs.gameobject.farmanimal.TRex`

Packages

- package `engisubs.gameobject.farmanimal`

src/main/java/engisubs/gameobject/Game.java File Reference

Classes

- class `engisubs.gameobject.Game`

Packages

- package `engisubs.gameobject`

src/main/java/engisubs/gameobject/GameObject.java File Reference

Classes

- class `engisubs.gameobject.GameObject`
- enum `engisubs.gameobject.GameObject.GameObjectType`
- enum `engisubs.gameobject.GameObject.DirectionType`
- enum `engisubs.gameobject.GameObject.FarmProductType`

Packages

- package `engisubs.gameobject`

src/main/java/engisubs/gameobject/Player.java File Reference

Classes

- class `engisubs.gameobject.Player`

Packages

- package `engisubs.gameobject`

src/main/java/engisubs/gameobject/product/farmproduct/egg/ ChickenEgg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.ChickenEgg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/main/java/engisubs/gameobject/product/farmproduct/egg/ Egg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.Egg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/main/java/engisubs/gameobject/product/farmproduct/egg/ PlatypusEgg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.PlatypusEgg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/main/java/engisubs/gameobject/product/farmproduct/egg/ PterodactylEgg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.PterodactylEgg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/main/java/engisubs/gameobject/product/farmproduct/FarmProduct.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.FarmProduct`

Packages

- package `engisubs.gameobject.product.farmproduct`

src/main/java/engisubs/gameobject/product/farmproduct/meat/BisonMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.BisonMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/main/java/engisubs/gameobject/product/farmproduct/meat/ChickenMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.ChickenMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/main/java/engisubs/gameobject/product/farmproduct/meat/DogMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.DogMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/main/java/engisubs/gameobject/product/farmproduct/meat /Meat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.Meat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/main/java/engisubs/gameobject/product/farmproduct/meat /PlatypusMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.PlatypusMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/main/java/engisubs/gameobject/product/farmproduct/meat /TRexMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.TRexMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/main/java/engisubs/gameobject/product/farmproduct/milk/ BisonMilk.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.milk.BisonMilk`

Packages

- package `engisubs.gameobject.product.farmproduct.milk`

src/main/java/engisubs/gameobject/product/farmproduct/milk/ Milk.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.milk.Milk`

Packages

- package `engisubs.gameobject.product.farmproduct.milk`

src/main/java/engisubs/gameobject/product/farmproduct/milk/ PlatypusMilk.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.milk.PlatypusMilk`

Packages

- package `engisubs.gameobject.product.farmproduct.milk`

src/main/java/engisubs/gameobject/product/Product.java File Reference

Classes

- class `engisubs.gameobject.product.Product`
- enum `engisubs.gameobject.product.Product.ProductType`

Packages

- package `engisubs.gameobject.product`

src/main/java/engisubs/gameobject/product/sideproduct/Cheese.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.Cheese`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/main/java/engisubs/gameobject/product/sideproduct/Ekado.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.Ekado`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/main/java/engisubs/gameobject/product/sideproduct/Mayonaise.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.Mayonaise`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/main/java/engisubs/gameobject/product/sideproduct/SideProduct.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.SideProduct`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/main/java/engisubs/gameobject/product/sideproduct/Steak.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.Steak`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/main/java/engisubs/Main.java File Reference

Classes

- class `engisubs.Main`

Packages

- package `engisubs`

src/main/java/engisubs/ui/Main.java File Reference

Classes

- class `engisubs.ui.Main`

Packages

- package `engisubs.ui`

src/main/java/engisubs/ui/CellPanel.java File Reference

Classes

- class `engisubs.ui.CellPanel`

Packages

- package `engisubs.ui`

src/main/java/engisubs/ui/MainGame.java File Reference

Classes

- class `engisubs.ui.MainGame`

Packages

- package `engisubs.ui`

src/main/java/engisubs/ui/MainMenu.java File Reference

Classes

- class `engisubs.ui.MainMenu`

Packages

- package `engisubs.ui`

src/test/java/engisubs/gameobject/cell/facility/TestFacility.java

File Reference

Classes

- class `engisubs.gameobject.cell.facility.TestFacility`

Packages

- package `engisubs.gameobject.cell.facility`

src/test/java/engisubs/gameobject/cell/facility/TestMixer.java

File Reference

Classes

- class `engisubs.gameobject.cell.facility.TestMixer`

Packages

- package `engisubs.gameobject.cell.facility`

src/test/java/engisubs/gameobject/cell/facility/TestTruck.java

File Reference

Classes

- class `engisubs.gameobject.cell.facility.TestTruck`

Packages

- package `engisubs.gameobject.cell.facility`

src/test/java/engisubs/gameobject/cell/facility/TestWell.java

File Reference

Classes

- class `engisubs.gameobject.cell.facility.TestWell`

Packages

- package `engisubs.gameobject.cell.facility`

src/test/java/engisubs/gameobject/cell/land/TestBarn.java File Reference

Classes

- class `engisubs.gameobject.cell.land.TestBarn`

Packages

- package `engisubs.gameobject.cell.land`

src/test/java/engisubs/gameobject/cell/land/TestCoop.java File Reference

Classes

- class `engisubs.gameobject.cell.land.TestCoop`

Packages

- package `engisubs.gameobject.cell.land`

src/test/java/engisubs/gameobject/cell/land/TestGrassland.java a File Reference

Classes

- class `engisubs.gameobject.cell.land.TestGrassland`

Packages

- package `engisubs.gameobject.cell.land`

src/test/java/engisubs/gameobject/cell/land/TestLand.java File Reference

Classes

- class `engisubs.gameobject.cell.land.TestLand`

Packages

- package `engisubs.gameobject.cell.land`

src/test/java/engisubs/gameobject/cell/TestCell.java File Reference

Classes

- class `engisubs.gameobject.cell.TestCell`

Packages

- package `engisubs.gameobject.cell`

src/test/java/engisubs/gameobject/farmanimal/TestBison.java

File Reference

Classes

- class `engisubs.gameobject.farmanimal.TestBison`

Packages

- package `engisubs.gameobject.farmanimal`

src/test/java/engisubs/gameobject/farmanimal/TestChicken.java File Reference

Classes

- class engisubs.gameobject.farmanimal.TestChicken

Packages

- package engisubs.gameobject.farmanimal

src/test/java/engisubs/gameobject/farmanimal/TestDog.java

File Reference

Classes

- class `engisubs.gameobject.farmanimal.TestDog`

Packages

- package `engisubs.gameobject.farmanimal`

src/test/java/engisubs/gameobject/faranimal/TestEggProducing.java File Reference

Classes

- class engisubs.gameobject.faranimal.TestEggProducing

Packages

- package engisubs.gameobject.faranimal

src/test/java/engisubs/gameobject/farmanimal/TestFarmAnimal.java File Reference

Classes

- class engisubs.gameobject.farmanimal.TestFarmAnimal

Packages

- package engisubs.gameobject.farmanimal

src/test/java/engisubs/gameobject/farmanimal/TestMeatProducing.java File Reference

Classes

- class `engisubs.gameobject.farmanimal.TestMeatProducing`

Packages

- package `engisubs.gameobject.farmanimal`

src/test/java/engisubs/gameobject/farmanimal/TestMilkProducing.java File Reference

Classes

- class `engisubs.gameobject.farmanimal.TestMilkProducing`

Packages

- package `engisubs.gameobject.farmanimal`

src/test/java/engisubs/gameobject/farmanimal/TestPlatypus.java File Reference

Classes

- class `engisubs.gameobject.farmanimal.TestPlatypus`

Packages

- package `engisubs.gameobject.farmanimal`

src/test/java/engisubs/gameobject/farmanimal/TestPterodactyl.java File Reference

Classes

- class `engisubs.gameobject.farmanimal.TestPterodactyl`

Packages

- package `engisubs.gameobject.farmanimal`

src/test/java/engisubs/gameobject/farmanimal/TestTRex.java

File Reference

Classes

- class `engisubs.gameobject.farmanimal.TestTRex`

Packages

- package `engisubs.gameobject.farmanimal`

src/test/java/engisubs/gameobject/product/farmproduct/egg/TestChickenEgg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.TestChickenEgg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/test/java/engisubs/gameobject/product/farmproduct/egg/TestEgg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.TestEgg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/test/java/engisubs/gameobject/product/farmproduct/egg/TestPlatypusEgg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.TestPlatypusEgg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/test/java/engisubs/gameobject/product/farmproduct/egg/TestPterodactylEgg.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.egg.TestPterodactylEgg`

Packages

- package `engisubs.gameobject.product.farmproduct.egg`

src/test/java/engisubs/gameobject/product/farmproduct/meat/ TestBisonMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.TestBisonMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/test/java/engisubs/gameobject/product/farmproduct/meat/ TestChickenMeat.java File Reference

Classes

- class engisubs.gameobject.product.farmproduct.meat.TestChickenMeat

Packages

- package engisubs.gameobject.product.farmproduct.meat

src/test/java/engisubs/gameobject/product/farmproduct/meat/ TestDogMeat.java File Reference

Classes

- class engisubs.gameobject.product.farmproduct.meat.TestDogMeat

Packages

- package engisubs.gameobject.product.farmproduct.meat

src/test/java/engisubs/gameobject/product/farmproduct/meat/ TestMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.TestMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/test/java/engisubs/gameobject/product/farmproduct/meat/ TestPlatypusMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.TestPlatypusMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/test/java/engisubs/gameobject/product/farmproduct/meat/ TestTRexMeat.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.meat.TestTRexMeat`

Packages

- package `engisubs.gameobject.product.farmproduct.meat`

src/test/java/engisubs/gameobject/product/farmproduct/milk/TestBisonMilk.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.milk.TestBisonMilk`

Packages

- package `engisubs.gameobject.product.farmproduct.milk`

src/test/java/engisubs/gameobject/product/farmproduct/milk/TestMilk.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.milk.TestMilk`

Packages

- package `engisubs.gameobject.product.farmproduct.milk`

src/test/java/engisubs/gameobject/product/farmproduct/milk/TestPlatypusMilk.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.milk.TestPlatypusMilk`

Packages

- package `engisubs.gameobject.product.farmproduct.milk`

src/test/java/engisubs/gameobject/product/farmproduct/TestFarmProduct.java File Reference

Classes

- class `engisubs.gameobject.product.farmproduct.TestFarmProduct`

Packages

- package `engisubs.gameobject.product.farmproduct`

src/test/java/engisubs/gameobject/product/sideproduct/TestCheese.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.TestCheese`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/test/java/engisubs/gameobject/product/sideproduct/TestEkado.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.TestEkado`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/test/java/engisubs/gameobject/product/sideproduct/TestMayonaise.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.TestMayonaise`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/test/java/engisubs/gameobject/product/sideproduct/TestSideProduct.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.TestSideProduct`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/test/java/engisubs/gameobject/product/sideproduct/TestSteak.java File Reference

Classes

- class `engisubs.gameobject.product.sideproduct.TestSteak`

Packages

- package `engisubs.gameobject.product.sideproduct`

src/test/java/engisubs/gameobject/product/TestProduct.java

File Reference

Classes

- class `engisubs.gameobject.product.TestProduct`

Packages

- package `engisubs.gameobject.product`

src/test/java/engisubs/gameobject/TestGame.java File Reference

Classes

- `class engisubs.gameobject.TestGame`

Packages

- `package engisubs.gameobject`

src/test/java/engisubs/gameobject/TestGameObject.java File Reference

Classes

- class engisubs.gameobject.TestGameObject
- class engisubs.gameobject.DummyDerived

Packages

- package engisubs.gameobject

src/test/java/engisubs/gameobject/TestPlayer.java File Reference

Classes

- class `engisubs.gameobject.TestPlayer`

Packages

- package `engisubs.gameobject`

src/test/java/jar/AppTest.java File Reference

Classes

- class **jar.AppTest**

Packages

- package **jar**

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