

**Package** fr.rphstudio.codingdojo.game.functions.display

## Interface ShipDisplayFunctions

public interface **ShipDisplayFunctions**



DISPLAY (own ship).

This module gathers all functions that are used to modify the appearance of the ship. You can modify the shape of the ship, the name displayed above, and the color. All these information you can modify are readable too.

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### Method Summary

**All Methods**    **Instance Methods**    **Abstract Methods**

Modifier and Type	Method	Description
int	<b>getPlayerColorBlue()</b>	Gets the blue component of the current ship color.
int	<b>getPlayerColorGreen()</b>	Gets the green component of the current ship color.
int	<b>getPlayerColorRed()</b>	Gets the red component of the current ship color.
int	<b>getPlayerColorTransparency()</b>	Gets the alpha component of the current ship color.
java.lang.String	<b>getPlayerName()</b>	Gets the name of the current ship.
int	<b>getShipShape()</b>	Gets the shape number for the current ship.
void	<b>selectShip</b> (int shapeNumber)	Selects the shape for the current ship.
void	<b>setPlayerColor</b> (int r, int g, int b, int a)	Sets the color for the current ship.
void	<b>setPlayerName</b> (java.lang.String newName)	Sets the new name for the current ship.

### Method Detail

#### setPlayerName

```
void setPlayerName(java.lang.String newName)
```

Sets the new name for the current ship. This function is useable with any code level.

**Parameters:**

newName - the string to be used as the new name.

**setPlayerColor**

```
void setPlayerColor(int r,  
                    int g,  
                    int b,  
                    int a)
```

Sets the color for the current ship. It is also possible to change the transparency. This function is useable with any code level.

**Parameters:**

r - an integer value for the red component between 0 (dark) and 255 (full red).

g - an integer value for the green component between 0 (dark) and 255 (full green).

b - an integer value for the blue component between 0 (dark) and 255 (full blue).

a - an integer value for the transparency between 0 (invisible) and 255 (no transparency).

**selectShip**

```
void selectShip(int shapeNumber)
```

Selects the shape for the current ship. This function is useable with any code level.

**Parameters:**

shapeNumber - an integer value to select the shape, between 1 and `Common.NB_SHAPES`. Be careful, if the parameter is below '1', the value will be processed as '1'. If the parameter is more than `Common.NB_SHAPES`, the value will be processed as `Common.NB_SHAPES`.

**getPlayerName**

```
java.lang.String getPlayerName()
```

Gets the name of the current ship. It will return the value given in parameter to `setPlayerName(String)` previously. This function is useable with any code level.

**Returns:**

the string used for the ship name.

**getPlayerColorRed**

```
int getPlayerColorRed()
```

Gets the red component of the current ship color. It will return the value given in parameter to `setPlayerColor(int, int, int, int)` previously. This function is useable with any code level.

**Returns:**

an integer value for the red component between 0 (dark) and 255 (full red).

**getPlayerColorGreen**

```
int getPlayerColorGreen()
```

Gets the green component of the current ship color. It will return the value given in parameter to `setPlayerColor(int, int, int, int)` previously. This function is useable with any code level.

**Returns:**

an integer value for the green component between 0 (dark) and 255 (full green).

**getPlayerColorBlue**

```
int getPlayerColorBlue()
```

Gets the blue component of the current ship color. It will return the value given in parameter to `setPlayerColor(int, int, int, int)` previously. This function is useable with any code level.

**Returns:**

an integer value for the blue component between 0 (dark) and 255 (full blue).

**getPlayerColorTransparency**

```
int getPlayerColorTransparency()
```

Gets the alpha component of the current ship color. It will return the value given in parameter to `setPlayerColor(int, int, int, int)` previously. This function is useable with any code level.

**Returns:**

an integer value for the alpha component between 0 (invisible) and 255 (no transparency).

**getShipShape**

```
int getShipShape()
```

Gets the shape number for the current ship. It will return the value given in parameter to `selectShip(int)` previously. This function is useable with any code level.

**Returns:**

an integer number for the selected shape.