

Package fr.rphstudio.codingdojo.game.functions.status

Interface GenericStatusFunctions

public interface **GenericStatusFunctions**



STATUS (all ships).

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Method Summary

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

Modifier and Type	Method	Description
float	getShipAngle (int index)	This function is the same than <code>ShipStatusFunctions.getShipAngle()</code> but for a specific ship.
float	getShipBatteryLevel (int index)	This function is the same than <code>ShipStatusFunctions.getShipBatteryLevel()</code> but for a specific ship.
float	getShipBoostLevel (int index)	This function is the same than <code>ShipStatusFunctions.getShipBoostLevel()</code> but for a specific ship.
float	getShipPositionX (int index)	This function is the same than <code>ShipStatusFunctions.getShipPositionX()</code> but for a specific ship.
float	getShipPositionY (int index)	This function is the same than <code>ShipStatusFunctions.getShipPositionY()</code> but for a specific ship.
float	getShipSpeed (int index)	This function is the same than <code>ShipStatusFunctions.getShipSpeed()</code> but for a specific ship.
float	getShipSpeedX (int index)	This function is the same than <code>ShipStatusFunctions.getShipSpeedX()</code> but for a specific ship.
float	getShipSpeedY (int index)	This function is the same than <code>ShipStatusFunctions.getShipSpeedY()</code> but for a specific ship.

Method Detail

getShipPositionX

float `getShipPositionX`(int index)

This function is the same than `ShipStatusFunctions.getShipPositionX()` but for a specific ship. The ship index is given in parameter. This function is useable with any code level.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipPositionX()` for details

getShipPositionY

```
float getShipPositionY(int index)
```

This function is the same than `ShipStatusFunctions.getShipPositionY()` but for a specific ship.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipPositionY()` for details

getShipAngle

```
float getShipAngle(int index)
```

This function is the same than `ShipStatusFunctions.getShipAngle()` but for a specific ship. The ship index is given in parameter. This function is useable with any code level.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipAngle()` for details

getShipSpeed

```
float getShipSpeed(int index)
```

This function is the same than `ShipStatusFunctions.getShipSpeed()` but for a specific ship. The ship index is given in parameter. This function is useable with any code level.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipSpeed()` for details

getShipSpeedX

```
float getShipSpeedX(int index)
```

This function is the same than `ShipStatusFunctions.getShipSpeedX()` but for a specific ship. The ship index is given in parameter. This function is useable with any code level.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipSpeedX()` for details

getShipSpeedY

```
float getShipSpeedY(int index)
```

This function is the same than `ShipStatusFunctions.getShipSpeedY()` but for a specific ship. The ship index is given in parameter. This function is useable with any code level.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipSpeedY()` for details

getShipBoostLevel

```
float getShipBoostLevel(int index)
```

This function is the same than `ShipStatusFunctions.getShipBoostLevel()` but for a specific ship. The ship index is given in parameter. This function is useable with any code level.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipBoostLevel()` for details

getShipBatteryLevel

```
float getShipBatteryLevel(int index)
```

This function is the same than `ShipStatusFunctions.getShipBatteryLevel()` but for a specific ship. The ship index is given in parameter. This function is useable with any code level.

Parameters:

index - the index of the requested ship. This is an integer value between 0 and N-1, with N the number of ships returned by `MainFunctions.getNbShips()`. Be careful if the index value is out of the range, the result will be for the current ship.

Returns:

a floating value. See `ShipStatusFunctions.getShipBatteryLevel()` for details