



Compile

Undo

Cut

Copy

Paste

Find...

Find Next

Close

Documentation

Constructor Summary

[Animal\(\)](#)

Constructor for Animal - nothing to do.

Method Summary

void

[act\(\)](#)

Act - empty method.

boolean

[atWorldEdge\(\)](#)

Test if we are close to one of the edges of the world.

boolean

[canSee\(java.lang.Class cls\)](#)

Return true if we can see an object of class 'cls' right where we are.

void

[eat\(java.lang.Class cls\)](#)

Try to eat an object of class 'cls'.

void

[move\(\)](#)

Move forward in the current direction.

void

[turn\(int angle\)](#)

Turn 'angle' degrees towards the right (clockwise).

Methods inherited from class greenfoot.Actor

[addedToWorld](#), [getHeight](#), [getImage](#), [getIntersectingObjects](#), [getNeighbours](#),
[getObjectsAtOffset](#), [getObjectsToDrop](#), [getOneIntersectingObject](#), [getOneObjectAtOffset](#)

Loading class interface... Done.

saved