

# Class TelaJogo.Prato.KnifeFactory

java.lang.Object<sup>↗</sup>  
TelaJogo.Prato.KnifeFactory

Enclosing class:

TelaJogo.Prato

```
public class TelaJogo.Prato.KnifeFactory
extends Object↗
```

Classe para a construção dos projéteis do prato (facas)

Version:

1.0

Author:

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## Constructor Summary

Constructors	
Constructor	Description
KnifeFactory()	

## Method Summary

All Methods			Static Methods	Concrete Methods
Modifier and Type	Method	Description		
static	Projetil createProjectile(int x, int y, Direction direction)	Cria uma nova faca		

Methods inherited from class java.lang.Object <sup>↗</sup>	
clone <sup>↗</sup> , equals <sup>↗</sup> , finalize <sup>↗</sup> , getClass <sup>↗</sup> , hashCode <sup>↗</sup> , notify <sup>↗</sup> , notifyAll <sup>↗</sup> , toString <sup>↗</sup> , wait <sup>↗</sup> , wait <sup>↗</sup> , wait <sup>↗</sup>	

## Constructor Details

KnifeFactory
public KnifeFactory()

## Method Details

## createProjectile

```
public static Projetil createProjectile(int x,  
                                       int y,  
                                       Direction direction)
```

Cria uma nova faca

### Parameters:

x - Posição x

y - Posição y

direction - Direção

### Returns:

O projétil criado