**Summer Notes:**

Top left of world is 0,0.(used in a lot of commands)

Greenfoot code link(https://www.greenfoot.org/files/javadoc/greenfoot/package-summary.html)

General/Logic:

Greenfoot.isKeyDown(“key”)

getOneIntersectingObject(class of object): Find touching object

isTouchingEdge

world.addObject(Object, x, y)/removeObject(Object)

Greenfoot.getRandomNumber(Highest number)

Greenfoot.Stop

Character:

getRotation()

setRotation()

getX(),getY()

setLocation(x, y)

move(amount)

turn(degree)

To manipulate size of an object put getImage().scale(getImage().getWidth() **multiplier**, getImage().getHeight()**multiplier**) In the constructor

UI:

GreenfootImage(int width, int height) creates an empty image

Or Greenfoot image(Filename)

GreenFootImage(String, int size, Color  foreground, Color background, Color outline)