

Package [model](#)

Class Threeppeater

java.lang.Object
 [model.Piece](#)
 model.Threeppeater

```
public class Threeppeater
extends Piece
```

The Threeppeater class provides the PlantsVSZombie game with a single Piece type that once called can create a Threeppeater Piece in of itself. This class only contains a constructor and simplifies the Piece class code. It uses its super class Piece to create a new object and passes it's designated parameters. A Threeppeater triples the attack damage and cost of a typical peashooter while doubling health.

Version:

4.0

Author:

RG, Ryan Boucher

Constructor Summary

Constructors	
Modifier	Constructor
	Threeppeater ()
	<pre>private Threeppeater(java.lang.String name, char shortName, int health, int attack, int cost)</pre>
Description	
Creates a Threeppeater with 10 health, 6 attack damage, and 60 cost value.	

Method Summary

All Methods		
Instance Methods		
Concrete Methods		
Modifier and Type	Method	Description
Threeppeater	copy ()	Used for a deep-copy in order to allow for proper undo/redo

Methods inherited from class java.lang.Object

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SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

Constructor Detail

Threepeater

```
private Threepeater(java.lang.String name,
                    char shortName,
                    int health,
                    int attack,
                    int cost)
```

Threepeater

```
public Threepeater()

Creates a Threepeater with 10 health, 6 attack damage, and 60 cost value.
```

Method Detail

copy

```
public Threepeater copy()

Description copied from class: Piece
Used for a deep-copy in order to allow for proper undo/redo

Specified by:
copy in class Piece

Returns:
Deep copy of the pieces
```

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