

Package [model](#)

Class Peashooter

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

```
public class Peashooter
extends Piece
```

The Peashooter class provides the PlantsVSZombie game with a single Piece type that once called can create a Peashooter 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.

Version:

4.0

Author:

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Constructor Summary

Constructors

Modifier	Constructor	Description
	Peashooter()	Creates a Peashooter with 5 health, 2 attack damage and 20 cost value.
private	Peashooter (java.lang.String name, char shortName, int health, int attack, int cost)	

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type	Method	Description
Peashooter	copy()	Used for a deep-copy in order to allow for proper undo/redo

Methods inherited from class [java.lang.Object](#)

[clone](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [wait](#), [wait](#), [wait](#)

Constructor Detail

Peashooter

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

Peashooter

```
public Peashooter()
```

Creates a Peashooter with 5 health, 2 attack damage and 20 cost value.

Method Detail

copy

```
public Peashooter 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