Package model

Class Wallnut

java.lang.Object
    model.Piece
        model.Wallnut

```
public class Wallnut
extends Piece
```

The Wallnut class provides the PlantsVSZombie game with a single Piece type that once called can create a Wallnut 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. The Wallnut class doesn't attack but has alot of health. Essentially to slow down hostiles.

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4.0

Author:

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Constructor Summary

Constructors

Modifier	Constructor	Description
	Wallnut()	Creates a Wallnut with 30 health and 50 cost value.
private	Wallnut(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
Wallnut	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

Wallnut

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

Wallnut

```
public Wallnut()
```

Creates a Wallnut with 30 health and 50 cost value.

Method Detail

copy

```
public Wallnut 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