

Package [model](#)

Class BucketZombie

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

```
public class BucketZombie
extends Piece
```

The BucketZombie class provides the PlantsVSZombie game with a single Piece type that once called can create a BucketZombie 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 BucketZombie has 5x the health of a typical zombie and 5x its attack damage.

Version:

4.0

Author:

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Constructor Summary

Constructors	
Modifier	Constructor
	BucketZombie()
	<pre>private BucketZombie(java.lang.String name, char shortName, int health, int attack, int cost)</pre>
Description	
Creates a BucketZombie with 25 health with 10 attack damage.	

Method Summary

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

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

Constructor Detail

BucketZombie

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

BucketZombie

```
public BucketZombie()
```

Creates a BucketZombie with 25 health with 10 attack damage.

Method Detail

copy

```
public BucketZombie 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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