Package model

Class Zombie

java.lang.Object
    model.Piece
        model.Zombie

```
public class Zombie
extends Piece
```

The Zombie class provides the PlantsVSZombie game with a single Piece type that once called can create a Zombie 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
	`Zombie()`	Creates a Zombie with 5 health, 2 attack damage and 0 cost value.
private	`Zombie(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
`Zombie`	`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

Zombie

```
public Zombie()
```

Creates a Zombie with 5 health, 2 attack damage and 0 cost value.

Zombie

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

Method Detail

copy

```
public Zombie 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

OVERVIEW   PACKAGE   CLASS   TREE   DEPRECATED   INDEX   HELP

PREV CLASS   NEXT CLASS   FRAMES   NO FRAMES   ALL CLASSES
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD