

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:

2.0

Author:

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Constructor Summary

Constructors

Constructor and Description

`Zombie()`

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

Method Summary

Methods inherited from class `Model.Piece`

`equals`, `getAttack`, `getCost`, `getHealth`, `getName`, `getShortName`, `setAttack`, `setCost`, `setHealth`, `toString`

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.

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