Package model

Class ConeheadZombie

java.lang.Object
    model.Piece
        model.ConeheadZombie

```
public class ConeheadZombie
extends Piece
```

The ConeheadZombie class provides the PlantsVSZombie game with a single Piece type that once called can create a ConeheadZombie 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 ConeheadZombie doubles the health and attack damage of a typical zombie.

Version:

4.0

Author:

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Constructor Summary

Constructors

Modifier	Constructor	Description
	`ConeheadZombie()`	Creates a ConeheadZombie with 15 health and 4 attack damage.
private	`ConeheadZombie(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
`ConeheadZombie`	`copy()`	Used for a deep-copy in order to allow for proper undo/redo

Methods inherited from class java.lang.Object

Constructor Detail

ConeheadZombie

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

ConeheadZombie

```
public ConeheadZombie()
```

Creates a ConeheadZombie with 15 health and 4 attack damage.

Method Detail

copy

```
public ConeheadZombie 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