ClickableObject

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The ClickableObject extends the Renderable class. If you want to make a button this is the class to use.

**Public Interface:**

ClickableObject(Point frameDom, Point displaySize, Point drawAt, int frames, int framesPerSecond, int shape)

This is the classes’ constructor. It simply passes most of the construction to the super class but also keeps track of the shape of the button.

boolean isClicked(Point at)

Given a point isClicked will tell you if the location is on the button.

**Update log:**

File was created 11/10/2013