| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | | |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/info/gridworld/actor/Actor.html)   [**NEXT CLASS**](http://docs.google.com/info/gridworld/actor/Bug.html) | [**FRAMES**](http://docs.google.com/index.html?info/gridworld/actor/ActorWorld.html)    [**NO FRAMES**](http://docs.google.com/ActorWorld.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#1t3h5sf) | [METHOD](#17dp8vu) |

## **info.gridworld.actor**

Class ActorWorld

[java.lang.Object](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true)  
 [info.gridworld.world.World](http://docs.google.com/info/gridworld/world/World.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)>  
 **info.gridworld.actor.ActorWorld**

public class **ActorWorld**extends [World](http://docs.google.com/info/gridworld/world/World.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)>

An ActorWorld is occupied by actors.

This class is not tested on the AP CS A and AB exams.

| **Constructor Summary** | |
| --- | --- |
| [**ActorWorld**](http://docs.google.com/info/gridworld/actor/ActorWorld.html#ActorWorld())()            Constructs an actor world with a default grid. |
| [**ActorWorld**](http://docs.google.com/info/gridworld/actor/ActorWorld.html#ActorWorld(info.gridworld.grid.Grid))([Grid](http://docs.google.com/info/gridworld/grid/Grid.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)> grid)            Constructs an actor world with a given grid. |

| **Method Summary** | |
| --- | --- |
| void | [**add**](http://docs.google.com/info/gridworld/actor/ActorWorld.html#add(info.gridworld.actor.Actor))([Actor](http://docs.google.com/info/gridworld/actor/Actor.html) occupant)            Adds an occupant at a random location. |
| void | [**add**](http://docs.google.com/info/gridworld/actor/ActorWorld.html#add(info.gridworld.grid.Location,%20info.gridworld.actor.Actor))([Location](http://docs.google.com/info/gridworld/grid/Location.html) loc, [Actor](http://docs.google.com/info/gridworld/actor/Actor.html) occupant)            Adds an actor to this world at a given location. |
| [Actor](http://docs.google.com/info/gridworld/actor/Actor.html) | [**remove**](http://docs.google.com/info/gridworld/actor/ActorWorld.html#remove(info.gridworld.grid.Location))([Location](http://docs.google.com/info/gridworld/grid/Location.html) loc)            Removes an actor from this world. |
| void | [**show**](http://docs.google.com/info/gridworld/actor/ActorWorld.html#show())()            Constructs and shows a frame for this world. |
| void | [**step**](http://docs.google.com/info/gridworld/actor/ActorWorld.html#step())()            This method is called when the user clicks on the step button, or when run mode has been activated by clicking the run button. |

| **Methods inherited from class info.gridworld.world.**[**World**](http://docs.google.com/info/gridworld/world/World.html) |
| --- |
| [addGridClass](http://docs.google.com/info/gridworld/world/World.html#addGridClass(java.lang.String)), [addOccupantClass](http://docs.google.com/info/gridworld/world/World.html#addOccupantClass(java.lang.String)), [getGrid](http://docs.google.com/info/gridworld/world/World.html#getGrid()), [getGridClasses](http://docs.google.com/info/gridworld/world/World.html#getGridClasses()), [getMessage](http://docs.google.com/info/gridworld/world/World.html#getMessage()), [getOccupantClasses](http://docs.google.com/info/gridworld/world/World.html#getOccupantClasses()), [getRandomEmptyLocation](http://docs.google.com/info/gridworld/world/World.html#getRandomEmptyLocation()), [keyPressed](http://docs.google.com/info/gridworld/world/World.html#keyPressed(java.lang.String,%20info.gridworld.grid.Location)), [locationClicked](http://docs.google.com/info/gridworld/world/World.html#locationClicked(info.gridworld.grid.Location)), [setGrid](http://docs.google.com/info/gridworld/world/World.html#setGrid(info.gridworld.grid.Grid)), [setMessage](http://docs.google.com/info/gridworld/world/World.html#setMessage(java.lang.String)), [toString](http://docs.google.com/info/gridworld/world/World.html#toString()) |

| **Methods inherited from class java.lang.**[**Object**](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true) |
| --- |
| [clone](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#clone()), [equals](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#equals(java.lang.Object)), [finalize](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#finalize()), [getClass](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#getClass()), [hashCode](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#hashCode()), [notify](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#notify()), [notifyAll](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#notifyAll()), [wait](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#wait()), [wait](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#wait(long)), [wait](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Object.html?is-external=true#wait(long,%20int)) |

| **Constructor Detail** |
| --- |

### ActorWorld

public **ActorWorld**()

Constructs an actor world with a default grid.

### ActorWorld

public **ActorWorld**([Grid](http://docs.google.com/info/gridworld/grid/Grid.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)> grid)

Constructs an actor world with a given grid.

**Parameters:**grid - the grid for this world.

| **Method Detail** |
| --- |

### show

public void **show**()

**Description copied from class:** [**World**](http://docs.google.com/info/gridworld/world/World.html#show()) Constructs and shows a frame for this world.

**Overrides:**[show](http://docs.google.com/info/gridworld/world/World.html#show()) in class [World](http://docs.google.com/info/gridworld/world/World.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)>

### step

public void **step**()

**Description copied from class:** [**World**](http://docs.google.com/info/gridworld/world/World.html#step()) This method is called when the user clicks on the step button, or when run mode has been activated by clicking the run button.

**Overrides:**[step](http://docs.google.com/info/gridworld/world/World.html#step()) in class [World](http://docs.google.com/info/gridworld/world/World.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)>

### add

public void **add**([Location](http://docs.google.com/info/gridworld/grid/Location.html) loc,  
 [Actor](http://docs.google.com/info/gridworld/actor/Actor.html) occupant)

Adds an actor to this world at a given location.

**Overrides:**[add](http://docs.google.com/info/gridworld/world/World.html#add(info.gridworld.grid.Location,%20T)) in class [World](http://docs.google.com/info/gridworld/world/World.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)> **Parameters:**loc - the location at which to add the actoroccupant - the actor to add

### add

public void **add**([Actor](http://docs.google.com/info/gridworld/actor/Actor.html) occupant)

Adds an occupant at a random location.

**Parameters:**occupant - the occupant to add

### remove

public [Actor](http://docs.google.com/info/gridworld/actor/Actor.html) **remove**([Location](http://docs.google.com/info/gridworld/grid/Location.html) loc)

Removes an actor from this world.

**Overrides:**[remove](http://docs.google.com/info/gridworld/world/World.html#remove(info.gridworld.grid.Location)) in class [World](http://docs.google.com/info/gridworld/world/World.html)<[Actor](http://docs.google.com/info/gridworld/actor/Actor.html)> **Parameters:**loc - the location from which to remove an actor **Returns:**the removed actor, or null if there was no actor at the given location.

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | | |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/info/gridworld/actor/Actor.html)   [**NEXT CLASS**](http://docs.google.com/info/gridworld/actor/Bug.html) | [**FRAMES**](http://docs.google.com/index.html?info/gridworld/actor/ActorWorld.html)    [**NO FRAMES**](http://docs.google.com/ActorWorld.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
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