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com.george.als.utils

Class Content

java.lang.Object
└─ com.george.als.utils.Content

public class **Content**
extends java.lang.Object

This class holds all of the images and icons that are used when drawing the simulation It also contains the generateImage and generateImageIcon functions that load images from memory

Author:
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Field Summary	
static java.awt.Image	appleImage
static java.awt.Image	bushImage
static java.awt.Image	carnivorveImage
static java.awt.Image	caveImage
static java.awt.Image	herbivorveImage
static java.awt.Image	meatImage
static javax.swing.ImageIcon	pause
static java.awt.Image	poisonImage
static javax.swing.ImageIcon	reset
static java.awt.Image	rockImage
static javax.swing.ImageIcon	run

static java.awt.Image	socialImage
static javax.swing.ImageIcon	stop
static java.awt.Image	treeImage

Constructor Summary

[Content](#) ()

Method Summary

static void [load](#) ()

Loads all the images by making calls to GenerateImage and generateImageIcon

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

herbivorveImage

```
public static java.awt.Image herbivorveImage
```

carnivorveImage

```
public static java.awt.Image carnivorveImage
```

socialImage

```
public static java.awt.Image socialImage
```

appleImage

```
public static java.awt.Image appleImage
```

meatImage

```
public static java.awt.Image meatImage
```

poisonImage

```
public static java.awt.Image poisonImage
```

rockImage

```
public static java.awt.Image rockImage
```

treeImage

```
public static java.awt.Image treeImage
```

bushImage

```
public static java.awt.Image bushImage
```

caveImage

```
public static java.awt.Image caveImage
```

run

```
public static javax.swing.ImageIcon run
```

stop

```
public static javax.swing.ImageIcon stop
```

pause

```
public static javax.swing.ImageIcon pause
```

reset

```
public static javax.swing.ImageIcon reset
```

Constructor Detail

Content

```
public Content()
```

Method Detail

load

```
public static void load()
```

Loads all the images by making calls to GenerateImage and generateImageIcon

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