Overview **Package** Class **Use** **Tree** **Deprecated** **Index** **Help**

FRAMES   **NO FRAMES**   **All Classes**

SUMMARY: NESTED | FIELD | **CONSTR** | **METHOD**   DETAIL: FIELD | **CONSTR** | METHOD

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com.george.als.entities.food

Class Poison

```
java.lang.Object
   └─com.george.als.entities.food.Food
         └─com.george.als.entities.food.Poison
```

---
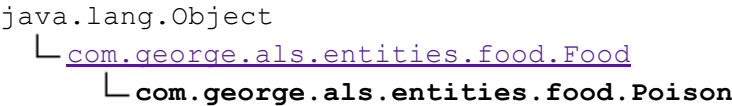
public class **Poison**
extends Food

Constructor Summary

Poison(int x, int y, int energyRegen, java.lang.String type, Map map)   Default constructor for poison

Method Summary

Methods inherited from class com.george.als.entities.food.Food
getEnergyRegen, getType, getX, getY, update

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Poison

```
public Poison(int x,
              int y,
              int energyRegen,
              java.lang.String type,
              Map map)
```

Default constructor for poison

Parameters:
> x - the x coordinate of the food
> y - the y coordinate of the food
> energyRegen - the energy regen amount of the food

`type` - the type of food

`map` - the map the food belongs to

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