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com.george.als.entities.food

Class Food

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

Direct Known Subclasses:
[Apple](#), [Meat](#), [Poison](#)

public abstract class Food
extends java.lang.Object

The base class for all the food on the map It also updates the food, and is in charge of regenerating food It holds the x and y positions of the food The type of food The amount of energy the food gives to the bug And the map the food is on

Author:
Georges Beast

Constructor Summary

[Food](#)(int x, int y, int energyRegen, java.lang.String type, [Map](#) map)
Default constructor for food

Method Summary	
int	getEnergyRegen ()
java.lang.String	getType ()
int	getX ()
int	getY ()
void	update () Updates the food There is a 1 in 300 chance that an apple will spawn next to a tree It checks if the space next to the tree is clear Then it adds a new apple to the maps food ArrayList

Methods inherited from class java.lang.Object

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

Constructor Detail

Food

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

Default constructor for food

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

Method Detail

getX

```
public int getX()
```

Returns:

the x coordinate of the food

getY

```
public int getY()
```

Returns:

the y coordinate of the food

getEnergyRegen

```
public int getEnergyRegen()
```

Returns:

the energy regen amount of the food

getType

```
public java.lang.String getType()
```

Returns:

the type of food

update

```
public void update()
```

Updates the food There is a 1 in 300 chance that an apple will spawn next to a tree It checks if the space next to the tree is clear Then it adds a new apple to the maps food ArrayList

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