

## GreenFoot learnings

Greenfoot is basically designed for beginners into the world of game designing. It provides a simple java based UI. It provides highlighting the index, suggestions or autocomplete and also aids in project management. The project made in greenfoot can be published both online and offline. Also, it provides transitioning to other famous environments like BlueJ.

It helps to learn object orientation with java. There are two main components in greenfoot based on we can design our game namely:-

1.World

2.Actor

World is an environment in which actors live and do some actions. We can create object of each class i.e. world and actor and make them do some action. For. Eg:- key press can be linked to an event with the actor. Greenfoot facilitates us with inbuilt functions of key press. Also, we can view the game developed simultaneously and decide what action to take next.