# Learning Greenfoot API Documentation:

Greenfoot package contains following classes to which are used to create game using greenfoot software:

Actor,Color,Font,Greenfoot,GreenfootImage,GreenfootSound, MouseInfo, UserInfo, World

Most widely used classes from above list are Actor and World.

**Class World:**

World class is a 2 dimensional cell of grid which represents the space where all the objects (also known as Actors) reside.

It has 2 constructors which are used to set dimensions of World. It takes parameters like int width, int height,int cellsize and boolean bounded.

While developing sample game, I learnt about following sample methods of greenfoot.

[**addObject**](about:blank../greenfoot/World.html#addObject-greenfoot.Actor-int-int-)([**Actor**](about:blank../greenfoot/Actor.html) object, int x, int y)

[**getBackground**](about:blank../greenfoot/World.html#getBackground--)() :

[**getHeight**](about:blank../greenfoot/World.html#getHeight--)():

[**getWidth**](about:blank../greenfoot/World.html#getWidth--)():

[**getCellSize**](about:blank../greenfoot/World.html#getCellSize--)()

**Class Actor:**

Object in World class are knows as Actor class. Every actor has its image and a specific location in

World.

Most important method is act() which is used to implement Actor’s behaviour.

Some other methods are:

[**setLocation**](about:blank../greenfoot/Actor.html#setLocation-int-int-)(int x, int y)

[**setRotation**](about:blank../greenfoot/Actor.html#setRotation-int-)(int rotation)

[**turn**](about:blank../greenfoot/Actor.html#turn-int-)(int amount)

[**getX**](about:blank../greenfoot/Actor.html#getX--)()

[**get**](about:blank../greenfoot/Actor.html#getX--)**Y()**