Understanding Greenfoot Documentation :

Following methods are learnt while hands on practice of a simple fish game.

There are two main classes in Greenfoot: World and Actor.

* World (2-dimensional grid of cells) is main class where all Actors of application live.
  + World’s dimensions are set in constructor.

World has 2 constructors :

1. [**World**](about:blank../greenfoot/World.html#World-int-int-int-)(int worldWidth, int worldHeight, int cellSize)
2. [**World**](about:blank../greenfoot/World.html#World-int-int-int-boolean-)(int worldWidth, int worldHeight, int cellSize, boolean bounded)
   * Some important methods of World class:
3. [**addObject**](about:blank../greenfoot/World.html#addObject-greenfoot.Actor-int-int-)([**Actor**](about:blank../greenfoot/Actor.html) object, int x, int y) :

To add Actor class object in the world

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

To get World’s background as [**GreenfootImage**](about:blank../greenfoot/GreenfootImage.html) object.

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

To get height of World in number of cells

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

To get width of World in number of cells

* Any object in Greenfoot is an Actor. Act() method of Actor class is used to implement movement logic of Actor.
  + Actor has only one constructor.

1. public Actor()

The constructed Actor object has default image.

* + Some important methods of World class:

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

Any action to be performed by Actor is written in this method. This method returns nothing.

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

To get X-coordinate of actor’s current location.

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

To get Y-coordinate of actor’s current location.

1. [**setImage**](about:blank../greenfoot/Actor.html#setImage-greenfoot.GreenfootImage-)([**GreenfootImage**](about:blank../greenfoot/GreenfootImage.html) image):

The specified image is set as image for actor.

1. [**setImage**](about:blank../greenfoot/Actor.html#setImage-java.lang.String-)(java.lang.String filename):

The file specified in this path is set as image for actor.

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

To set rotation for the actor by passed parameter.