## Class Ball

java.lang.Object  
 greenfoot.Actor  
 **Ball**

public class **Ball**extends greenfoot.Actor

Write a description of class Ball here.

**Version:** (a version number or a date) **Author:** (your name)

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| **Constructor Summary** | |
| [**Ball**](http://docs.google.com/Ball.html#Ball())() |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/Ball.html#act())()            Act - do whatever the Ball wants to do. |

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| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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

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| **Constructor Detail** |

### Ball

public **Ball**()

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| **Method Detail** |

### act

public void **act**()

Act - do whatever the Ball wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**act in class greenfoot.Actor