## Class Dice

java.lang.Object  
 greenfoot.Actor  
 **Dice**

public class **Dice**extends greenfoot.Actor

Write a description of class Dice here.

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

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

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

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

|  |
| --- |
| **Methods inherited from class** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### Dice

public **Dice**()

|  |
| --- |
| **Method Detail** |

### act

public void **act**()

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

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

### createStopDiceArray

public void **createStopDiceArray**()

### rollImage

public void **rollImage**()