## Class Piece\_1

java.lang.Object  
 greenfoot.Actor  
 **Piece\_1**

public class **Piece\_1**extends greenfoot.Actor

Write a description of class Piece\_1 here.

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

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| **Field Summary** |  |
| java.util.ArrayList<java.awt.Point> | [**coordinates**](http://docs.google.com/Piece_1.html#coordinates) |
| boolean | [**didIWin**](http://docs.google.com/Piece_1.html#didIWin) |
| java.awt.Point | [**point1**](http://docs.google.com/Piece_1.html#point1) |
| java.awt.Point | [**point10**](http://docs.google.com/Piece_1.html#point10) |
| java.awt.Point | [**point11**](http://docs.google.com/Piece_1.html#point11) |
| java.awt.Point | [**point12**](http://docs.google.com/Piece_1.html#point12) |
| java.awt.Point | [**point13**](http://docs.google.com/Piece_1.html#point13) |
| java.awt.Point | [**point14**](http://docs.google.com/Piece_1.html#point14) |
| java.awt.Point | [**point15**](http://docs.google.com/Piece_1.html#point15) |
| java.awt.Point | [**point16**](http://docs.google.com/Piece_1.html#point16) |
| java.awt.Point | [**point17**](http://docs.google.com/Piece_1.html#point17) |
| java.awt.Point | [**point18**](http://docs.google.com/Piece_1.html#point18) |
| java.awt.Point | [**point19**](http://docs.google.com/Piece_1.html#point19) |
| java.awt.Point | [**point2**](http://docs.google.com/Piece_1.html#point2) |
| java.awt.Point | [**point20**](http://docs.google.com/Piece_1.html#point20) |
| java.awt.Point | [**point21**](http://docs.google.com/Piece_1.html#point21) |
| java.awt.Point | [**point22**](http://docs.google.com/Piece_1.html#point22) |
| java.awt.Point | [**point23**](http://docs.google.com/Piece_1.html#point23) |
| java.awt.Point | [**point24**](http://docs.google.com/Piece_1.html#point24) |
| java.awt.Point | [**point25**](http://docs.google.com/Piece_1.html#point25) |
| java.awt.Point | [**point26**](http://docs.google.com/Piece_1.html#point26) |
| java.awt.Point | [**point27**](http://docs.google.com/Piece_1.html#point27) |
| java.awt.Point | [**point28**](http://docs.google.com/Piece_1.html#point28) |
| java.awt.Point | [**point29**](http://docs.google.com/Piece_1.html#point29) |
| java.awt.Point | [**point3**](http://docs.google.com/Piece_1.html#point3) |
| java.awt.Point | [**point30**](http://docs.google.com/Piece_1.html#point30) |
| java.awt.Point | [**point4**](http://docs.google.com/Piece_1.html#point4) |
| java.awt.Point | [**point5**](http://docs.google.com/Piece_1.html#point5) |
| java.awt.Point | [**point6**](http://docs.google.com/Piece_1.html#point6) |
| java.awt.Point | [**point7**](http://docs.google.com/Piece_1.html#point7) |
| java.awt.Point | [**point8**](http://docs.google.com/Piece_1.html#point8) |
| java.awt.Point | [**point9**](http://docs.google.com/Piece_1.html#point9) |
| java.awt.Point | [**win**](http://docs.google.com/Piece_1.html#win) |
| java.awt.Point | [**winPath**](http://docs.google.com/Piece_1.html#winPath) |

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| **Constructor Summary** |  |
| [**Piece\_1**](http://docs.google.com/Piece_1.html#Piece_1())() |

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| **Method Summary** |  |
| void | [**act**](http://docs.google.com/Piece_1.html#act())()            Act - do whatever the Piece\_1 wants to do. |
| void | [**createList**](http://docs.google.com/Piece_1.html#createList())() |
| void | [**moveTarget**](http://docs.google.com/Piece_1.html#moveTarget())() |

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| **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 |

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

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| **Field Detail** |

### coordinates

public java.util.ArrayList<java.awt.Point> **coordinates**

### didIWin

public boolean **didIWin**

### point1

public java.awt.Point **point1**

### point10

public java.awt.Point **point10**

### point11

public java.awt.Point **point11**

### point12

public java.awt.Point **point12**

### point13

public java.awt.Point **point13**

### point14

public java.awt.Point **point14**

### point15

public java.awt.Point **point15**

### point16

public java.awt.Point **point16**

### point17

public java.awt.Point **point17**

### point18

public java.awt.Point **point18**

### point19

public java.awt.Point **point19**

### point2

public java.awt.Point **point2**

### point20

public java.awt.Point **point20**

### point21

public java.awt.Point **point21**

### point22

public java.awt.Point **point22**

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public java.awt.Point **point28**

### point29

public java.awt.Point **point29**

### point3

public java.awt.Point **point3**

### point30

public java.awt.Point **point30**

### point4

public java.awt.Point **point4**

### point5

public java.awt.Point **point5**

### point6

public java.awt.Point **point6**

### point7

public java.awt.Point **point7**

### point8

public java.awt.Point **point8**

### point9

public java.awt.Point **point9**

### win

public java.awt.Point **win**

### winPath

public java.awt.Point **winPath**

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| **Constructor Detail** |

### Piece\_1

public **Piece\_1**()

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| **Method Detail** |

### act

public void **act**()

Act - do whatever the Piece\_1 wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

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

### createList

public void **createList**()

### moveTarget

public void **moveTarget**()