## Class WritingController

java.lang.Object  
 greenfoot.Actor  
 **WritingController**

public class **WritingController**extends greenfoot.Actor

Write a description of class WritingController here.

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

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| **Constructor Summary** |  |
| [**WritingController**](http://docs.google.com/WritingController.html#WritingController(java.lang.String,%20java.lang.String,%20java.lang.String,%20java.lang.String,%20java.lang.String,%20java.lang.String,%20java.lang.String,%20int,%20int,%20int,%20int,%20int,%20int,%20int))(java.lang.String Lline1, java.lang.String Lline2, java.lang.String Lline3, java.lang.String Lline4, java.lang.String Lline5, java.lang.String Lline6, java.lang.String Lline7, int Loffset1, int Loffset2, int Loffset3, int Loffset4, int Loffset5, int Loffset6, int Loffset7) |

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

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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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| **Constructor Detail** |

### WritingController

public **WritingController**(java.lang.String Lline1,  
 java.lang.String Lline2,  
 java.lang.String Lline3,  
 java.lang.String Lline4,  
 java.lang.String Lline5,  
 java.lang.String Lline6,  
 java.lang.String Lline7,  
 int Loffset1,  
 int Loffset2,  
 int Loffset3,  
 int Loffset4,  
 int Loffset5,  
 int Loffset6,  
 int Loffset7)

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

### act

public void **act**()

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

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