

## Class Rubble

java.lang.Object  
greenfoot.Actor  
Rubble

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```
public class Rubble
extends greenfoot.Actor
```

## Rubble Class

Explosion animation and subsequent rubble that is displayed when an establishment is destroyed. Includes a super cool 26 frame animation.

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### Constructor Summary

#### Constructors

Constructor	Description
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<a href="#">Rubble()</a>	Constructor for the Rubble class, sets the starting values of the instance variabels and the starting image.
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### Method Summary

All Methods	Instance Methods	Concrete Methods
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Modifier and Type	Method	Description
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void	<a href="#">act()</a>	Called every act, determines when to change frames and when to display the image of the rubble.
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#### Methods inherited from class greenfoot.Actor

## Methods inherited from class [java.lang.Object](#)

`clone`, `equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

## Constructor Detail

### Rubble

```
public Rubble()
```

Constructor for the Rubble class, sets the starting values of the instance variabels and the starting image.

## Method Detail

### act

```
public void act()
```

Called every act, determines when to change frames and when to display the image of the rubble.

#### Overrides:

`act` in class `greenfoot.Actor`