Class EndScreen

java.lang.Object
    greenfoot.World
        EndScreen

```
public class EndScreen
extends greenfoot.World
```

EndScreen Class

The World that is displayed after the simulation finishes, showing which kingdom won and how long it took. Also displays a button for users to restart the simulation. Vibrant and energetic victory music is also played, adding to the audience's enjoyment.

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Constructor Summary

Constructors

Constructor	Description
EndScreen (String winnerName, int timeMillis)	Creates an ending screen based on parameters of the kingdom who won's name and the time the simulation took in milliseconds.

Method Summary

All Methods   Static Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
void	act()	Called every act, checks if the user has clicked the button to restart the simulation.
static	zeroAdder	Method that aids in the appearance of the scoreboard by

addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped

Methods inherited from class java.lang.Object

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

Constructor Detail

EndScreen

```
public EndScreen(String winnerName,
                 int timeMillis)
```

Creates an ending screen based on parameters of the kingdom who won's name and the time the simulation took in milliseconds.

Parameters:

winnerName - String, the kingdom that won's name

timeMillis - Time the simulation took in milliseconds

Method Detail

act

```
public void act()
```

Called every act, checks if the user has clicked the button to restart the simulation.

Overrides:

act in class greenfoot.World

Method that aids in the appearance of the scoreboard by generating Strings that fill in zeros before the score. For example: 27 ===> to 5 digits ===> 00027

Parameters:

`value` - integer value to use for score output

`digits` - number of zeros desired in the return String

Returns:

String built score, ready for display