

Class Scoreboard

java.lang.Object

greenfoot.Actor

Scoreboard

public class **Scoreboard**

extends greenfoot.Actor

Scoreboard Class

Each kingdom possesses a scoreboard, which displays the name of the kingdom, the current amount of money it possesses, the current number of troops, and current number of establishments. The background also changes between blue and yellow based upon the current alliance.

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Constructor Summary

Constructors	
Constructor	Description
Scoreboard (String title, int titleFontSize, int fontSize, int money, int currentTroops, int currentEstablishments, int paddingAround, int paddingBetween, int transparency, greenfoot.Color foreground, greenfoot.Color background)	Constructor for scoreboard class, sets values of variables, draws the different images, determines its height and width, and calls method to update.

Method Summary

All Methods		Static Methods	Instance Methods	Concrete Methods
Modifier	Method and Type	Description		
void	setBackground Color	Sets the background color of the scoreboard.		

```
void    update(int money,
               int currentTroops,
               int currentEstablishments)
```

Called to update the current amount of money, troops and establishments a kingdom has.

```
static zeroAdder(int value,
String int digits)
```

Method that aids in the appearance of the scoreboard by generating Strings that fill in zeros before the score.

Methods inherited from class greenfoot.Actor

act, addToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setLocation, setRotation, turn, turnTowards

Methods inherited from class java.lang.Object

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

Constructor Detail

Scoreboard

```
public Scoreboard(String title,
                  int titleFontSize,
                  int fontSize,
                  int money,
                  int currentTroops,
                  int currentEstablishments,
                  int paddingAround,
                  int paddingBetween,
                  int transparency,
                  greenfoot.Color foreground,
                  greenfoot.Color background)
```

Constructor for scoreboard class, sets values of variables, draws the different images, determines its height and width, and calls method to update.

money - Amount of money the kingdom currently has
 currentTroops - Number of troops the kingdom currently has
 currentEstablishments - Number of establishments the kingdom currently has
 paddingAround - Amount of padding around the text
 paddingBetween - Amount of padding between the text
 transparency - Transparency of the scoreboard
 foreground - Color of the text
 background - Color of the background

Method Detail

update

```
public void update(int money, int currentTroops, int currentEstablishments)
```

Called to update the current amount of money, troops and establishments a kingdom has.

Parameters:

money - Current amount of money a kingdom has
 currentTroops - Current number of troops a kingdom has
 currentEstablishments - Current number of establishments a kingdom has

update

```
public void update()
```

Called to update the scoreboard's visuals.

setTransparency

```
public void setTransparency(int transparency)
```

setBackgroundColor

```
public void setBackgroundColor(greenfoot.Color color)
```

Sets the background color of the scoreboard.

Parameters:

color - Background color of the scoreboard

zeroAdder

```
public static String zeroAdder(int value, int digits)
```

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