Class TextLabel

java.lang.Object
    greenfoot.Actor
        TextLabel

```
public class TextLabel
extends greenfoot.Actor
```

TextLabel Class

A simple customizable text label that displays text.

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Constructor Summary

Constructors

Constructor	Description
TextLabel(**String** text, int fontSize, int padding, greenfoot.Color foreground, greenfoot.Color background)	Constructor for the TextLabel class, sets the values for the instance variables and calls update.

Method Summary

Methods inherited from class greenfoot.Actor

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

Constructor Detail

TextLabel

```
public TextLabel(String text,
                 int fontSize,
                 int padding,
                 greenfoot.Color foreground,
                 greenfoot.Color background)
```

Constructor for the TextLabel class, sets the values for the instance variables and calls update.

Parameters:

text - Text that will be displayed on the label

fontSize - Size of the font of the text

foreground - Color of the text

background - Color of the background