Class Timer

java.lang.Object
    greenfoot.Actor
        Timer

```
public class Timer
extends greenfoot.Actor
```

Timer Class

A simple timer that keeps track of the time before a Troop is finished training. Is also semi-transparent so that users can see more of the garrison's image.

Version:

April 2021

Author:

Andrew Qiao, Brendan Chan

Constructor Summary

Constructors

Constructor	Description
Timer (int timeInMillis)	Constructor for Timer class, sets starting values of instance variable, initializes the SimpleTimer and updates itself to display a visual.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
void	act()	Called every act, calls the method to update the visuals of the timer.
void	update()	Called to update the visuals of the Timer, redraws the different elements and displays them together.

removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards

Methods inherited from class java.lang.Object

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

Constructor Detail

Timer

public Timer(int timeInMillis)

Constructor for Timer class, sets starting values of instance variable, initializes the SimpleTimer and updates itself to display a visual.

Parameters:

timeInMillis - Time in milliseconds left on the timer

Method Detail

act

public void act()

Called every act, calls the method to update the visuals of the timer.

Overrides:

act in class greenfoot.Actor

update

public void update()

SEARCH: Search

SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD