Class TextButton

java.lang.Object
    greenfoot.Actor
        TextButton

```
public class TextButton
extends greenfoot.Actor
```

TextButton Class

A simple customizable text button that displays text and can be clicked.

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Constructor Summary

Constructors

Constructor	Description
TextButton(String buttonText, int textSize, greenfoot.Color textColor, greenfoot.Color backgroundColor, int padding)	Constructor for TextButton class, sets initial values of variables, and its appearance at the start.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
boolean	getIsClicked()	Returns a variable for whether or not the button is currently clicked.
boolean	getIsDisabled()	Returns a boolean for whether the

void	**setDisabled**(boolean disabled)	Sets the button to be disabled or not, when disabled, the button will be greyed out.
void	**updateMe**()	Updates the visuals of the text button.
void	**updateMe**(**String** text, greenfoot.Color textColor, greenfoot.Color backgroundColor)	Allows other classes to change the text and the color of the text and background.

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

Methods inherited from class java.lang.Object

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

Constructor Detail

TextButton

```
public TextButton(String buttonText,
                  int textSize,
                  greenfoot.Color textColor,
                  greenfoot.Color backgroundColor,
                  int padding)
```

Constructor for TextButton class, sets initial values of variables, and its appearance at the start.

Parameters:

buttonText - Text to be displayed

textSize - Size of the text

textColor - Color of the text

Method Detail

updateMe

```
public void updateMe(String text, greenfoot.Color textColor,
greenfoot.Color backgroundColor)
```

Allows other classes to change the text and the color of the text and background.

updateMe

```
public void updateMe()
```

Updates the visuals of the text button.

setDisabled

```
public void setDisabled(boolean disabled)
```

Sets the button to be disabled or not, when disabled, the button will be greyed out. When not disabled, it will return to its regular form.

Parameters:

`disabled` - Boolean for whether or not the button is disabled

getIsDisabled

```
public boolean getIsDisabled()
```

Returns a boolean for whether the

getIsClicked

```
public boolean getIsClicked()
```

setAlt

`public void setAlt()`

Sets the image of the button to the alternative image (clicked).

reset

`public void reset()`

Sets the image of the button to its original image (unclicked).