

Class ControlScreen

```
java.lang.Object
  greenfoot.World
    ControlScreen
```

```
public class ControlScreen
  extends greenfoot.World
```

ControlScreen Class

The World where the user is able to change certain parameters that will affect the simulation. This is done through the use of many buttons, accompanied by text labels to tell the user what each button is for. Also includes a cool background graphic and an intriguing soundtrack, further drawing in players.

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Constructor Summary

Constructors

Constructor	Description
ControlScreen()	Constructor for ControlScreen, initializes all the labels and text buttons to add to the world.

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
void	act()	Called every act, checks if the user has clicked any button, and acts accordingly.

Methods inherited from class `java.lang.Object`

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

Constructor Detail

ControlScreen

```
public ControlScreen()
```

Constructor for ControlScreen, initializes all the labels and text buttons to add to the world.

Method Detail

act

```
public void act()
```

Called every act, checks if the user has clicked any button, and acts accordingly.

Overrides:

`act` in class `greenfoot.World`