## Class BlackHole

java.lang.Object

public class **BlackHole**extends greenfoot.Actor

Creates a black hole. If a fighter, comet, or weapon touches the black hole, they will disappear.

The black holes will fade in, and then shrink in size and remove themselves from the world.

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| **Constructor Summary** | |
| [**BlackHole**](http://docs.google.com/BlackHole.html#BlackHole())()            Constructs a black hole of random size and speed. |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/BlackHole.html#act())()            Act - do whatever the Blackhole wants to do. |
| boolean | [**touching**](http://docs.google.com/BlackHole.html#touching(java.lang.Class))(java.lang.Class c)            Checks if an object from another class is touching the object. |

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| **Methods inherited from class** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getX, getY, intersects, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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| **Methods inherited from class** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

### BlackHole

public **BlackHole**()

Constructs a black hole of random size and speed.

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| **Method Detail** |

### act

public void **act**()

Act - do whatever the Blackhole wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**act in class greenfoot.Actor

### touching

public boolean **touching**(java.lang.Class c)

Checks if an object from another class is touching the object.

**Parameters:**c - class that object should check to be touching **Returns:**boolean true if an object of class c is touching it, otherwise false