## Class Comet

java.lang.Object

public class **Comet**extends greenfoot.Actor

Comets can appear randomly or when the comet button is clicked. If they hit a fighter not on a planet, the fighter will disappear. If the comet hits a planet, an explosion will appear and the comet will disappear, and the population of the planet will be 0. For target planets, the planet will become neutral; for healing planets, the population will be wiped.

**Version:** March 2018 **Author:** Catherine Lee

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| **Constructor Summary** | |
| [**Comet**](http://docs.google.com/Comet.html#Comet())()            Creates a comet with a random speed and random size. |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/Comet.html#act())()            Act - do whatever the Comet wants to do. |

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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** |

### Comet

public **Comet**()

Creates a comet with a random speed and random size.

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| **Method Detail** |

### act

public void **act**()

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

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