## Class HealPlanet

java.lang.Object

public class **HealPlanet**extends Planet

A HealPlanet is where a fighter can recharge its health.

Ideally, the fighter will check if the planet has the correct state and if the planet is full. Then, they will call the hitByFighter method. When the fighter leaves the planet, it should call the fighterLeaves method.

If health is below 50%, planet will appear faded.

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| **Field Summary** | |

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| **Fields inherited from class** |
| actCounter, bluePlanets, greenPlanets, imageNumber, purplePlanets, redPlanets, size, speedOfRotation, state |

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| **Constructor Summary** | |
| [**HealPlanet**](http://docs.google.com/HealPlanet.html#HealPlanet(int))(int size)            Constructs healing planet that aliens or humans can recharge at. |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/HealPlanet.html#act())()            Act - do whatever the HealPlanet wants to do. |
| void | [**fighterLeaves**](http://docs.google.com/HealPlanet.html#fighterLeaves())()            When fighter leaves planet, will change planet's population. |
| void | [**hitByFighter**](http://docs.google.com/HealPlanet.html#hitByFighter(boolean))(boolean isHuman)            When hit by fighter, will change planet's population and health statistics. |
| boolean | [**planetFull**](http://docs.google.com/HealPlanet.html#planetFull())()            Check if planet is already full. |
| void | [**wipePopulation**](http://docs.google.com/HealPlanet.html#wipePopulation())()            Entire population is wiped and set to 0. |

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| **Methods inherited from class** |
| getState, loadImages, rotate, setInitialImage |

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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** |

### HealPlanet

public **HealPlanet**(int size)

Constructs healing planet that aliens or humans can recharge at.

**Parameters:**size - size of planet

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| **Method Detail** |

### act

public void **act**()

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

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

### fighterLeaves

public void **fighterLeaves**()

When fighter leaves planet, will change planet's population.

### hitByFighter

public void **hitByFighter**(boolean isHuman)

When hit by fighter, will change planet's population and health statistics.

**Specified by:**hitByFighter in class Planet **Parameters:**boolean - isHuman true if fighter is human, false otherwise

### planetFull

public boolean **planetFull**()

Check if planet is already full.

**Returns:**boolean true if planet is already at maximum capacity, otherwise false

### wipePopulation

public void **wipePopulation**()

Entire population is wiped and set to 0.

**Specified by:**wipePopulation in class Planet