## Class Scorebar

java.lang.Object

public class **Scorebar**extends greenfoot.Actor

Scorebar that displays the population of humans and aliens on each planet.

The planet numbers are determined by their distance from the score bar.

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| **Constructor Summary** | |
| [**Scorebar**](http://docs.google.com/Scorebar.html#Scorebar())()            Creates a scorebar of width 960 and height 65. |

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

### Scorebar

public **Scorebar**()

Creates a scorebar of width 960 and height 65. The bar is gray, and the font is white.

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| **Method Detail** |

### act

public void **act**()

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

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