## Class TargetPlanet

java.lang.Object

public class **TargetPlanet**extends Planet

The TargetPlanet creates target planets that invaders aim to conquer. Multiple planets can be created in a world for invaders to conquer.

If hit by an Invader, the planet's population will change. Depending on its population, it will belong to either the human or alien team, or be neutral.

**Version:** April 1, 2018 **Author:** Maggie Lin, Catherine Lee

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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** | |
| [**TargetPlanet**](http://docs.google.com/TargetPlanet.html#TargetPlanet(int,%20char))(int size, char state)            Constructs a planet that fighters are trying to conquer with custom size, state, and default minimum conquering population |
| [**TargetPlanet**](http://docs.google.com/TargetPlanet.html#TargetPlanet(int,%20char,%20int))(int size, char state, int minPop)            Constructs a planet that fighters are trying to conquer with custom size, state, and minimum conquering population. |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/TargetPlanet.html#act())()            Act - do whatever the TargetPlanet wants to do. |
| int | [**getPopulation**](http://docs.google.com/TargetPlanet.html#getPopulation(boolean))(boolean isHuman)            Gets population of either the human or alien population. |
| void | [**hitByFighter**](http://docs.google.com/TargetPlanet.html#hitByFighter(boolean))(boolean isHuman)            When hit by a fighter (should be an invader), the planet's population will increase. |
| void | [**wipePopulation**](http://docs.google.com/TargetPlanet.html#wipePopulation())()            Will erase population of planet and will return to neutral state. |

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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** |

### TargetPlanet

public **TargetPlanet**(int size,  
 char state)

Constructs a planet that fighters are trying to conquer with custom size, state, and default minimum conquering population

**Parameters:**size - size of planet; must be greater than 0, ideally below 60state - state of planet (b: alien conquered, g: neutral, l: alien healing, p: human healing, r: human conquered)

### TargetPlanet

public **TargetPlanet**(int size,  
 char state,  
 int minPop)

Constructs a planet that fighters are trying to conquer with custom size, state, and minimum conquering population.

**Parameters:**size - size of planet; must be greater than 0, ideally below 60state - state of planet (b: alien conquered, g: neutral, l: alien healing, p: human healing, r: human conquered)minPop - minimum population needed to conquer planet

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| **Method Detail** |

### act

public void **act**()

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

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

### getPopulation

public int **getPopulation**(boolean isHuman)

Gets population of either the human or alien population.

**Parameters:**isHuman - true if getting human population, false if getting alien population **Returns:**int population of either humans or aliens

### hitByFighter

public void **hitByFighter**(boolean isHuman)

When hit by a fighter (should be an invader), the planet's population will increase.

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

### wipePopulation

public void **wipePopulation**()

Will erase population of planet and will return to neutral state.

**Specified by:**wipePopulation in class Planet