## Class TextButton

java.lang.Object

public class **TextButton**extends greenfoot.Actor

A Generic Button to display text that is clickable. This should be added to, and controlled by, a world.

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| **Constructor Summary** | |
| [**TextButton**](http://docs.google.com/TextButton.html#TextButton(java.lang.String))(java.lang.String text)            Construct a TextButton given only a String |
| [**TextButton**](http://docs.google.com/TextButton.html#TextButton(java.lang.String,%20int))(java.lang.String text, int textSize)            Construct a TextButton given a String and a text size |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/TextButton.html#act())() |
| void | [**updateMe**](http://docs.google.com/TextButton.html#updateMe(java.lang.String))(java.lang.String text)            Update current TextButton text |

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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** |

### TextButton

public **TextButton**(java.lang.String text)

Construct a TextButton given only a String

**Parameters:**String - String to be displayed

### TextButton

public **TextButton**(java.lang.String text,  
 int textSize)

Construct a TextButton given a String and a text size

**Parameters:**String - String to be displayed

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| **Method Detail** |

### act

public void **act**()

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

### updateMe

public void **updateMe**(java.lang.String text)

Update current TextButton text