

# Greenfoot Quick Reference

## Accessible Methods in the Greenfoot Package

### Class Greenfoot

`java.lang.Object`

↳ `greenfoot.Greenfoot`

- `static int getRandomNumber( int limit )` //returns an int [0, limit)
- `static boolean isKeyDown( String keyName )`
- `static boolean mouseClicked( Object obj )`
- `static playSound( String soundFile )`
- `static void start( )`
- `static void stop( )`

### Class World

`java.lang.Object`

↳ `greenfoot.World`

- `void act( )`
- `void addObject( Actor object, int x, int y )`
- `int getHeight( )` //returns the height of the world (number of cells)
- `int getWidth( )` //returns the width of the world (number of cells)
- `void removeObject( Actor object )`

### Class Actor

`java.lang.Object`

↳ `greenfoot.Actor`

- `void act( )`
- `GreenfootImage getImage( )` //returns current image for this actor
- `World getWorld( )` //returns current world for this actor
- `int getX( )` //returns the current x-coordinate for this actor
- `int getY( )` //returns the current y-coordinate for this actor
- `void move( )`
- `void setImage( GreenfootImage image )`
- `void setLocation( int x, int y )`
- `void turn( int amount )`