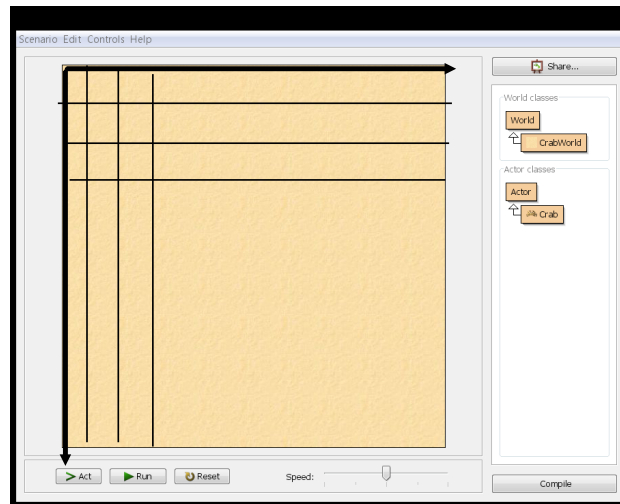


Let's make our actors interact

Goal: When a character touches a sword, they "take" it

Computer language: When a character is in the same location as a sword, the sword disappears.

Although you can't see the lines, your "world" is a grid of pixels, meaning that all of your objects have a location that can be expressed as a set of coordinates (x, y)



isTouching(object)

Method that detects when two actors
(or **objects**) have the same location
(or **= coordinates**).

Useful in an IF statement:

ex) IF my actor isTouching the sword,
 THEN grab the sword

In your player's act() method:

```
if (isTouching(Sword.class))  
{  
    removeTouching(Sword.class);  
}
```

★ Run your program! The sword should disappear when it is touched by the player!

Notice: After you have placed an actor on the stage, you can right-click on it to see all of the methods in its code.

Let's write a new method under the act() method that **returns** the number of swords our actor collects.

Getting our actor to "count"

We want to know how many swords are in our inventory, so let's create an **integer variable** named 'inventory'

BEFORE the act() method type:

```
int inventory = 0;
```

type of variable (integer)

name of variable

initializing the variable (we start with 0 swords)

Each time we "grab" a sword, we have to increase `inventory` by 1.



Since counting by 1 is the most natural way to count, java lets us write `inventory++` rather than `inventory+1`

INSIDE of the IF statement that makes the sword disappear, we want to add the line

```
inventory++;
```

this will increase the value of inventory by 1 each time a sword disappears.

Now we are going to write a NEW method that returns our integer value **inventory** when we ask for it.

```
public int howManySwords()  
{  
    return inventory;  
}
```

★ Run the program! After collecting swords, right click on your actor and select howManySwords()

D3

Your Task

Create an actor that can move around the stage and collect objects. The object should disappear when it has been touched. Write a new method in your actor that returns an integer value representing the number of objects that it has collected.

Challenge: Place multiple types of objects on the stage for your actor to collect. Write methods that return the amount of each type.