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4.4 Greenfoot images . Greenfoot provides a class called . GreenfootImage . that helps in using and manipulating images. We can obtain an image by constructing a new GreenfootImage object – using Java's . new . keyword – with the file name of the image file as a parameter to the constructor. new GreenfootImage( "crab2.png " ) ;

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The scenario has no specific purpose other than illustrating some important object-oriented concepts and Greenfoot interactions.

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## Greenfoot

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