```java
import java.awt.*;

public class Field
{
    Comet player1;
    Comet player2;
    Comet ball;

    public Field()
    {
        player1 = new Comet(20, 195, 240);
        player1.color = Color.RED;
        player2 = new Comet(20, 445, 240);
        player2.color = Color.BLUE;
        ball = new Comet(5, 320, 240);
        ball.color= Color.BLACK;
    }

    public void draw(Graphics g)
    {
        g.setColor(Color.GREEN);
        g.fillRect(70,65,500,350);
        g.setColor(Color.WHITE);
        g.drawLine(320,65,320,415);
        g.drawOval(270,190,100,100);
        g.setColor(Color.RED);
        g.fillRect(65,190,5,100);
        g.fillRect(570,190,5,100);
        g.setColor(Color.BLACK);
        g.drawRect(70,65,500,350);

        if((player1 != null) && (player2 != null) && (ball != null))
        {
            player1.draw(g);
            player2.draw(g);
            ball.draw(g);
        }
    }

    public void update(boolean p1, boolean p2)
    {
        if((player1 != null) && (player2 != null) && (ball != null))
        {
            if(p1)
            {
                player2.move(player1);
                ball.move(player1);
            }
            if(p2)
            {
                player1.move(player2);
                ball.move(player2);
            }

            player1.update();
            player2.update();

            ball.update();

            if(player1.x-player1.radius < 70)
            {
                player1.x = player1.radius+70;
                player1.xV = 0;
            }
            if(player1.y-player1.radius < 65)
            {
                player1.y = player1.radius+65;
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                player1.yV = 0;
            }
            if(player1.x+player1.radius > 570)
            {
                player1.x = 570-player1.radius;
                player1.xV = 0;
            }
            if(player1.y+player1.radius > 415)
            {
                player1.y = 415-player1.radius;
                player1.yV = 0;
            }
            if(player2.x-player2.radius < 70)
            {
                player2.x = player2.radius+70;
                player2.xV = 0;
            }
            if(player2.y-player2.radius < 65)
            {
                player2.y = player2.radius+65;
                player2.yV = 0;
            }
            if(player2.x+player2.radius > 570)
            {
                player2.x = 570-player2.radius;
                player2.xV = 0;
            }
            if(player2.y+player2.radius > 415)
            {
                player2.y = 415-player2.radius;
                player2.yV = 0;
            }
            if(ball.x-ball.radius < 70)
            {
                ball.x = ball.radius+70;
                ball.xV = -ball.xV;
                if((ball.y > 190) && (ball.y < 290))
                    score(2);
            }
            if(ball.y-ball.radius < 65)
            {
                ball.y = ball.radius+65;
                ball.yV = -ball.yV;
            }
            if(ball.x+ball.radius > 570)
            {
                ball.x = 570-ball.radius;
                ball.xV = -ball.xV;
                if((ball.y > 190) && (ball.y < 290))
                    score(1);
            }
            if(ball.y+ball.radius > 415)
            {
                ball.y = 415-ball.radius;
                ball.yV = -ball.yV;
            }

            ball.decelerate();
            player1.decelerate();
            player2.decelerate();
        }
    }

    public void score(int player)
    {
        player1 = new Comet(20, 195, 240);
        player1.color = Color.RED;
```

```
        player2 = new Comet(20, 445, 240);
        player2.color = Color.BLUE;
        ball = new Comet(5, 320, 240);
        ball.color= Color.BLACK;
    }

}
```