Art and Code | FWCD

Ball

Objective

To learn how to create classes and objects.

Instructions

You are to write the Ball class for our Pong game. What attributes does a ball have? What state should those attributes be in when the ball is created?

Hints

We have written several Ball-like programs through-out the year. You need to do the same thing but inside a class.

Challenge

What should happen when a ball hits a wall?