Paddle

Objective

To learn how to create classes and objects.

Instructions

You are to write the Paddle class for our Pong game.

1. Make a new class. Write the class header
2. What instance variables should your Paddle have? What should the Paddle have or remember? Location? dimensions? Color?
3. Write a constructor. I don't think we can use a default constructor (no parameter) because we will want to be able to specifiy where we put the paddle on the screen. So you will need some parameters. Feel free to use as many parameters as needed to customize the creation of your paddle accordingly.
4. What behaviors should the paddle have? display? moveUp? moveDown? Write the methods necessary to make this happen.

Now go back to your main Pong screen. Declare and instantiate a left or right paddle object. Try writing some test code to make sure all the behaviors work properly. When I hit a key does it make your paddle move up? How about down?

Hints

Use your Balloon class, ScoreBoard class, StickGuy class as examples of a class.

Challenge

Prevent your paddle from moving off the screen.