System.Windows.Forms.Form

- BackColor: Color
- Size: Size
- Controls: ControlCollection
- Text: string
- Visible: bool
- StartPosition: FormStartPosition
- FormBorderStyle
- -FormBorderStyle
- TopMost: bool

- Show(): void + Hide(): void
- + Close(): void
- + Refresh(): void
- + Invalidate(): void
- + Focus(): bool
- + BringToFront(): void
- + SendToBack(): void

Form1: Form

- ballXspeed : int
- ballYspeed : int
- playerSpeed : int
- cpuSpeed : int - playerScoreValue : int
- cpuScoreValue : int
- goUp : bool
- goDown : bool fakeBallXspeed : int
- fakeBallYspeed : int
- fakeBallActive : bool
- pauseMenu : Panel btnContinue : Button
- btnRestart : Button
- btnExit : Button - gameTimer : Timer
- player : PictureBox
- ball : PictureBox
- cpu : PictureBox playerScore : Label
- cpuLabel : Label
- fakeBall : PictureBox
- + Form1()
- + KeylsDown(sender, e): void
- + KeylsUp(sender, e): void + timer1_Tick(sender, e): void + ResetBall(): void
- + ResetGame(): void
- SetupPauseMenu(): void