Asteroids

**Class:**

Game

***Private:***

topLeft

bottomRight

score

rifle

bullet

***Public:***

Initiate

handleInput

draw

advance

handleCollision

createAsteroids

handleWrap

drawDisplay

**Class:**

Velocity

***Private:***

dX

dY

angle

speed

***Public:***

getDx

getDy

setDx

setDy

setCoord

getAngle

setAngle

setVelocity

calcAngle

**Class:**

Bullet

***Private:***

flyingObjects

***Public:***

bullet

draw

**Class:**

Ship

***Private:***

thrusting

***Public:***

handleInput

draw

getRotateAmout

Angle

**Class:**

Point

***Private:***

x

y

***Public:***

getX

getY

setX

setY

addX

addY

**Class:**

FlyingObjects

***Private:***

alive

lives

point

score

velocity

***Public:***

advance

draw

flyingObjects

getLives

getPoint

getVelocity

hit

isAlive

setAlive

setLives

setpoint

setVelocity

**Class:**

Rock

***Private:***

flyingObjects

***Public:***

rock

**Class:**

SmallRock

***Private:***

rock

***Public:***

advance

draw

smallRock

**Class:**

MediumRock

***Private:***

rock

***Public:***

advance

draw

mediumRock

**Class:**

BigRock

***Private:***

rock

***Public:***

advance

draw

bigRock

**Class:**

Interface

***Private:***

initialize

drawCallBack

keyDownCallBack

keyUpCallBack

keyboardCallBack

run

***Public:***

interface

run

isTimeToDraw

setNextDrawTime

getNextTick

setFramePerSecond

frameRate

isDown

isUp

isleft

isRight

isSpacce