

Bullet

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+ Bullet(int x, int  
y, int speed, BulletTrajectory  
trajectory)  
+ Bullet()  
+ void setX(int x)  
+ void setY(int y)  
+ BulletState getState  
( ) const  
+ void setState(BulletState  
newState)  
+ int getX() const  
+ int getY() const  
+ int getSpeed() const  
+ void setSpeed(int speed)  
+ void reset()  
+ int getDamage() const  
+ void setDamage(int  
newDamage)  
+ int getFireInterval  
( ) const  
+ void setFireInterval  
(int newFireInterval)  
+ void setTrajectory  
(BulletTrajectory newTrajectory)  
+ void update()  
+ void setSpeedX(float  
speedX)  
+ void setSpeedY(float  
speedY)  
+ Rect::My_Rect getCollision  
Rect() const
```