
```
1  #pragma once
2
3  using namespace std;
4
5  #include "Shapes.h"
6
7  class ObjectMover {
8
9  public:
10
11      ObjectMover();
12      ObjectMover(Particle p, glm::vec3 direction);
13
14      Particle getParticle();
15      glm::vec3 getDirection();
16
17      Particle particle;
18      glm::vec3 v;
19
20
21  };
```