```cpp
1  #include "ObjectMover.h"
2
3  ObjectMover::ObjectMover(Particle p, glm::vec3 direction){
4
5      particle = p;
6      v = direction;
7
8  }
9
10 ObjectMover::ObjectMover() {
11 }
12
13 Particle ObjectMover::getParticle(){
14
15     return particle;
16 }
17
18 glm::vec3 ObjectMover::getDirection(){
19
20     return v;
21 }
22
23
24
```