

Lab Goal : This lab was designed to teach you more object oriented programming and how to write a very simple game.

Lab Description : Complete the code for the Paddle class located in `Paddle.java`. Test the Paddle class using the `PaddleTestOne.java` and `PaddleTestTwo.java` files. As you are testing Paddle, you will also be testing Block as Paddle is an extension of Block.

The Paddle class is going to move up and down in a fixed X position. The Paddle will never move side to side.

```
public class Paddle extends Block
{
    private int speed;

    public Paddle()
    {
        super(10,10);
        speed =5;
    }

    //add other Paddle constructors
```

Sample Output (`PaddleTestOne.java`)

```
10 10 10 10 java.awt.Color[r=0,g=0,b=0] 5
100 90 10 10 java.awt.Color[r=0,g=0,b=0] 5
100 100 10 10 java.awt.Color[r=0,g=0,b=0] 30
100 100 30 50 java.awt.Color[r=0,g=0,b=0] 8
100 100 30 20 java.awt.Color[r=0,g=255,b=0] 6
false
true
```

Files Needed ::

Block.java
Ball.java
Paddle.java
PaddleTestOne.java
PaddleTestTwo.java
Tester.java

```
public void setSpeed(int s)
{

}

public void moveUpAndDraw(Graphics window)
{

}

public void moveDownAndDraw(Graphics window)
{

}

public int getSpeed()
{
    return 50;
}
}
```

