

**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 Block class located in `Block.java`. Test Block using the `BlockTestOne.java` and `BlockTestTwo.java` files. The Block class is the building block for the Pong project. Ball and Paddle are Blocks. Both Ball and Paddle will extend Block. The Block class stores position, size, and color properties.

```
public class Block
{
    private int xPos;           //x position of the block
    private int yPos;           //y position of the block
    private int width;           //width of the block
    private int height;          //height of the block

    private Color color;         //color of the block

    public Block(){

    }

    //add other Block constructors

    //other modifiers not shown

    public void draw(Graphics window){
        window.setColor(color);
        window.fillRect(getX(), getY(), getWidth(), getHeight());
    }

    public void draw(Graphics window, Color col)
    {

    }

    public boolean equals(Object obj)
    {

    }

    //other accessors not shown
}
```

### Files Needed ::

**Block.java**  
**BlockTestOne.java**  
**BlockTestTwo.java**  
**Tester.java**

### Sample Output ( BlockTestOne.java )

```
// x - y - wid - ht - color
100 150 10 10 java.awt.Color[r=0,g=0,b=0]
50 50 30 30 java.awt.Color[r=0,g=0,b=0]
350 350 15 15 java.awt.Color[r=255,g=0,b=0]
450 50 20 60 java.awt.Color[r=0,g=255,b=0]
false
true
```

