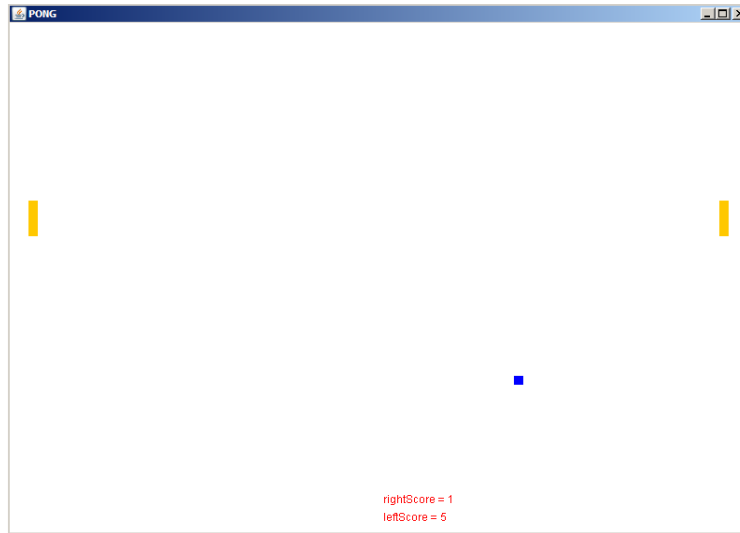**Lab Goal :**   This lab was designed to teach you more object oriented programming and how to write a very simple game.

Lab Description :   Add in an interface to standardize methods.

PONG GAME EXTENSIONS - INTERFACES

1. Create the following `Collidable` interface. Have Ball implement this interface as it will be doing all of the colliding.

```
public interface Collidable
{
   boolean didCollideLeft(Object obj);
   boolean didCollideRight(Object obj);
   boolean didCollideTop(Object obj);
   boolean didCollideBottom(Object obj);
}
```

These methods will receive objects and determine if a collision has occurred between this object and the other object. Move the collision detection code from paint into the appropriate method.   Make calls to the new methods.

2. Create a Wall class that is an extension of Block.   Then, make new instance variables for all 4 Walls.   Finally, rewrite your code so

that you actually check to see if the Ball collides with the Walls rather than will fixed number boundaries.

3. Save a copy of your Pong game and turn it into BreakOut.   BreakOut was a cool 80s game with a field of Blocks at the top, a ball, and a paddle that moved across the bottom of the screen.   The ball bounced off of the paddle and hit the Blocks.   Once a Block was hit, that Block would disappear.