

Particle

- + Particle()
- + ~Particle()
- + setDirection()
- + setRandomDirection()
- + setPosition()
- + setColor()
- + setTimeStep()
- + getTimeStep()
- + getLife()
- + getStartColor()
- + getEndColor()
- + getPosition()
- + getDirection()
- + setColors()
- + getRandomDirection()
- + getParticle()