```
Vec2
+ X
+ y
+ Vec2()
+ Vec2()
+ update()
+ toTarget()
+ update()
+ dot()
+ cross()
+ operator+()
+ operator-()
+ operator+=()
and 8 more...
        +movement
         +position
  BallStatus
+ last update
+ BallStatus()
+ BallStatus()
+ operator=()
```

+ update()