|  |  |  |
| --- | --- | --- |
| **Saucer**  - Bottom : int  - Left : int  - Right : int  - Top : int  + Accelerate(Acceleration) : void  + draw(Context) : void  + halt : void  + move() : void  + (Vector) @ void |  | **Accelerate**  -VX : int  -VY : int  +Constructor(Gravity) @ void  + halt (`) : void  + HThrust (thrust) : void  + VThrust (thrust) : void |

|  |
| --- |
| **Collision**  -No attributes : int  +Overlapping(object A, object) : Boolean |

|  |
| --- |
| **Vector**  -VX : int  -VY : int  +constructor (Degrees. Magnitude) : void |
| **Pad**  - Bottom: int  - Left : int  - Right : int  - Top : int  - X: int  - Y :int  + Accelerate(Acceleration) : void  + draw(Context) : void |

**Class Diagram for NewSpaceLander.**

**By Mohammed Abdi**