

```

1  package ch.hevs.gdx2d.lunar.physics;
2
3  import com.badlogic.gdx.math.Rectangle;
4
5  /**
6   * Interface for objects that represent obstacles for the {@link PhysicsSimulator}
7   * @author P.-A. Mudry
8   */
9  public interface Collisionnable {
10     /**
11      * Callback used to notify the object that he was removed form the simulation
12      */
13     void removedFromSim();
14
15     /**
16      * When the {@link PhysicalObject} that implements this
17      * interfaces collides another object, this callback method
18      * is called
19      *
20      * @param energy Energy of the collision
21      * @return true if the object has to be destroyed
22      */
23     public boolean notifyCollision(int energy);
24
25     /**
26      * Gives the bounding box of the object which is used for detecting
27      * collisions.
28      *
29      * @return the bounding box
30      */
31     public Rectangle getBoundingBox();
32 }
33

```