



2)

The collider method works by getting the first object in a list, then comparing that object with every other object in the list to see if a collision has occurred and then making sure that the collided object isn't the object itself. If a collision has been found then the handle collision method of that object is called with the collided object as a parameter. this will be repeated for each object in the list until the list is empty. Repaint is then called to update the screen