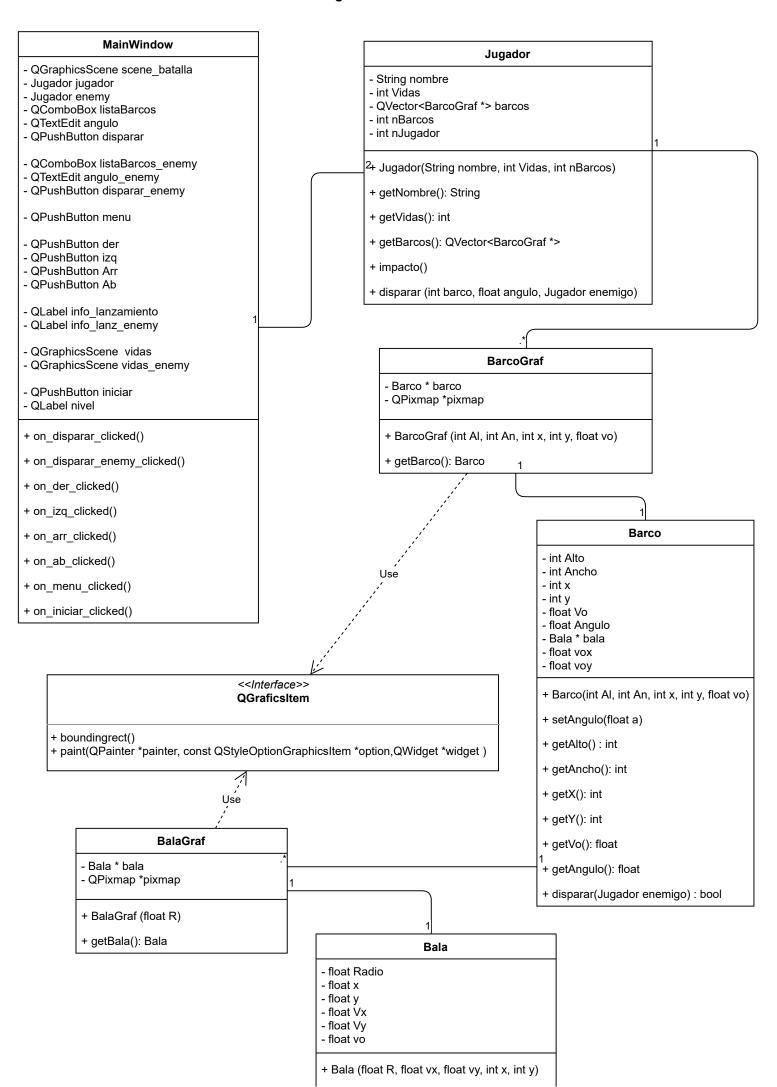
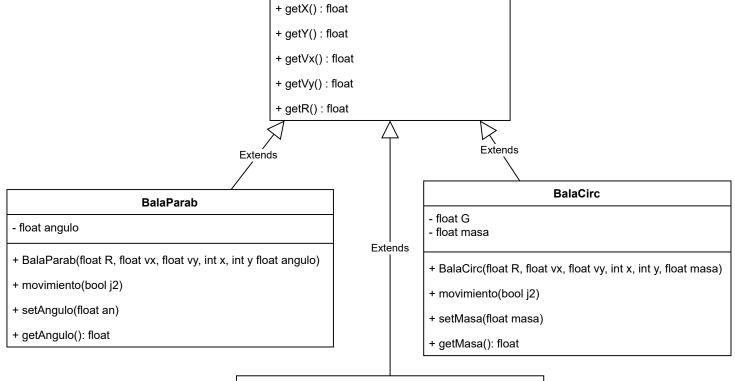
## Diagrama de Clases





## BalaMRUA

- float a
- + BalaMRUA(float R, float vx, float vy, int x, int y, float a)
- + movimiento(bool j2)
- + setAceleracion(float a)
- + getAceleracion(): float