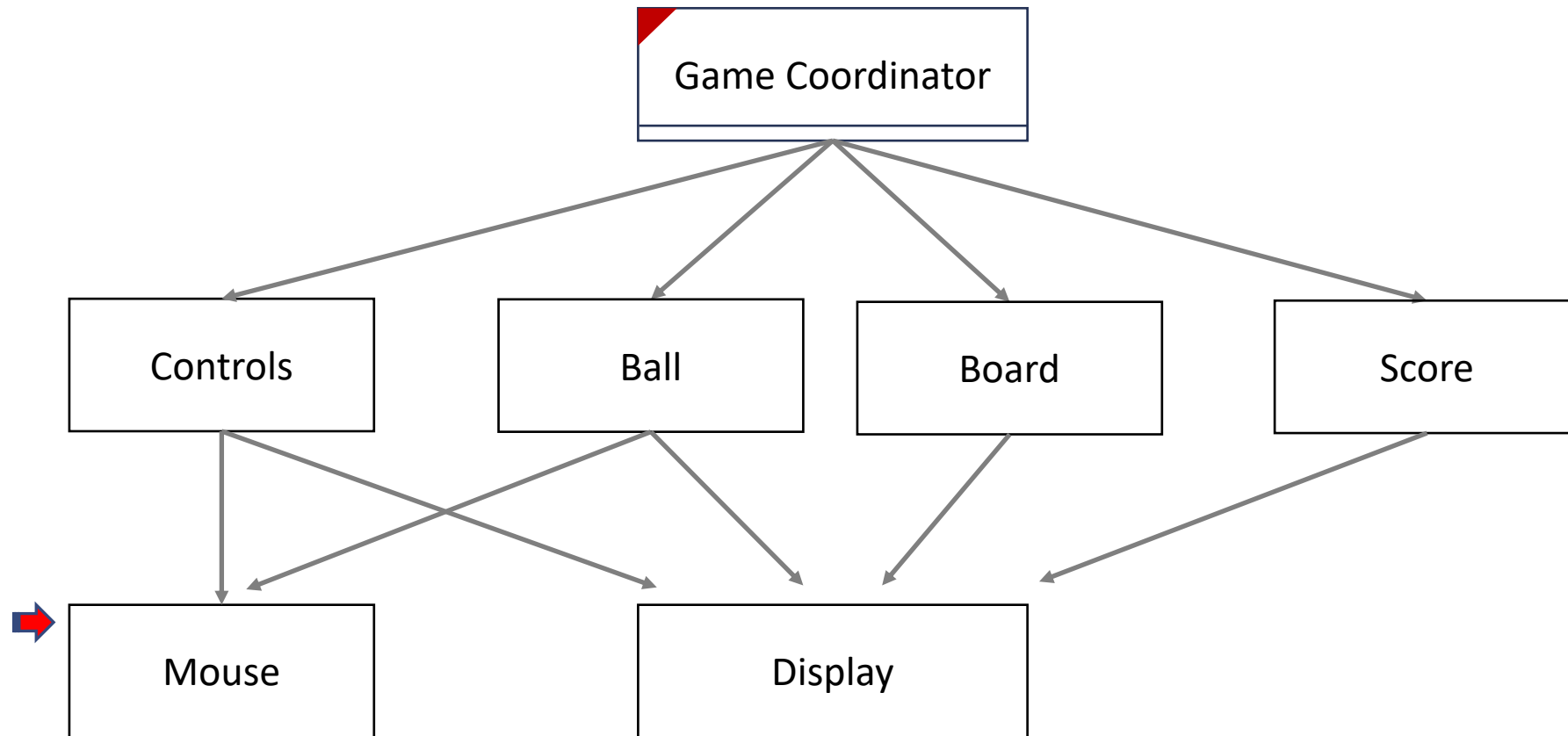# Proposed Design

Design Details

- Display
  - getBoardWidth()
  - getBoardHeight()
  - getBoardRows()
  - getBoardColumns()

  - setBallAt(location)
  - setTileColor(row, col, state)
  - setPlayButton(state)
  - setResetButton(state)
  - setScoreValue(value)

- Ball
  - reset()
  - move() — active only after setInPlay() has been invoked; new position stops at the wall
  - getLocation() — (x,y) top left corner is (0,0)
  - setInPlay()
  - setOffPlay()
  - setStartLocation() — checks for the mouse location on the gray bar only after setOffPlay() has been invoked

Design Details

- Controls
  - getMode() — play or reset
    a mouse press on the active button
    changes mode; the mouse is polled

- Score
  - reset()
  - getCurrentValue() — value
  - incrementBy(value)

Design Details

- Board
  - reset()
  - touch(location) — points scored informs the board of the location of the ball; on touching a yellow tile the color changes and the points are returned; on touching a blue tile zero points are returned