```
Ball
# id
# x
# y
# vx
# vy
# on_table
# hit_band
# moving
+ Ball()
+ update()
+ draw()
+ check collision()
+ collide()
+ collide()
+ check_for_pocket()
# pocket()
       CueBall
     - movable
     + CueBall()
     + move()
     + strike()
     pocket()
```