1. Create a child of world called ‘Table’.
2. Create a ‘Ball’ class.
   1. Program a ball to bounce off of the walls.
   2. In the constructor of the world, instantiate an instance of the ball class.
   3. Program the ball to move at an initial ~45 degree angle.
3. Create a ‘Paddle’ class
   1. In the world constructor, instantiate an instance of the paddle in an appropriate position.
   2. Program the paddle to move using the arrow keys.
   3. In the world constructor, instantiate another instance of paddle in an appropriate position. Notice the two paddles move together.
   4. Using abstraction, modify the paddle class so that it accepts parameters containing the two keys that will control its movement.
4. Modify the code in the Ball class to allow a ball to bounce off the paddles.
5. Add two instance fields to the Ball class to keep track of the players’ scores.
6. Modify the ball so that it no longer bounces off the top and bottom edges of the table. Instead, it will add points to the appropriate player’s score, then it will reset the ball to the starting position and pause briefly before starting again.
7. Modify your code to end the game when one player reaches 8 points.