**Pong V1 Reflection Activity**

Q1 List two user-defined classes used in Pong V1:

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| --- |
| Ball, Game |

List three imported classes used in Pong V1:

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| --- |
| pygame.Rect, pygame.Color, pygame.Surface |

List the user-defined functions used in Pong V1:

|  |
| --- |
| main, create\_window |

List the user-defined methods used in Pong V1:

|  |
| --- |
| \_\_init\_\_, draw, move(), play(), handle\_event(), update(), decide\_continue() |

Q2 For each of the following expressions from the main function of Pong V1, indicate what type of object the identifier is bound to:

|  |  |
| --- | --- |
| **Identifier** | **Type** |
| surface | pygame.Surface |
| game | Game |
| game.play() | NoneType |
| pygame.quit() | NoneType |

When you make an instance of the Ball class, what type does that object have?

|  |
| --- |
| Ball |

What type are the paddle objects?

|  |
| --- |
| pygame.Rect |