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code

Class PlayerPaddle

java.lang.Object
code.PlayerPaddle

```
public class PlayerPaddle  
extends java.lang.Object
```

Class for user controlled paddle.

Field Summary

Fields

Modifier and Type	Field and Description
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java.awt.Rectangle

boundingBox

int

height

boolean

moveDown

moveDown assigned to true if player pressed down arrow

boolean

moveUp

moveUp assigned to true if player pressed up arrow

int

paddleSpeed

int

width

int

x

int

y

Constructor Summary

Constructors

Constructor and Description

PlayerPaddle(int x, int y)

Method Summary

All Methods **Instance Methods** **Concrete Methods**

Modifier and Type	Method and Description
void	render (java.awt.Graphics graphics) Used strictly to display the player paddle graphic.
void	tick (Tennis game) This method allows for movement of the user controlled paddle.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail**x**

```
public int x
```

y

```
public int y
```

width

```
public final int width
```

See Also:[Constant Field Values](#)**height**

```
public final int height
```

See Also:[Constant Field Values](#)**paddleSpeed**

```
public int paddleSpeed
```

moveUp

```
public boolean moveUp
```

moveUp assigned to true if player pressed up arrow

moveDown

```
public boolean moveDown
```

moveDown assigned to true if player pressed down arrow

boundingBox

```
public java.awt.Rectangle boundingBox
```

Constructor Detail**PlayerPaddle**

```
public PlayerPaddle(int x,  
                    int y)
```

Method Detail**tick**

```
public void tick(Tennis game)
```

This method allows for movement of the user controlled paddle. Movement is bounded by the screen dimensions.

Parameters:

game – Main driver Tennis instance

render

```
public void render(java.awt.Graphics graphics)
```

Used strictly to display the player paddle graphic.

Parameters:

graphics – Main driver graphics instance

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