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SUMMARY: NESTED | FIELD | CONSTR | METHOD

DETAIL: FIELD | CONSTR | METHOD

code

Class ComputerPaddle

java.lang.Object
code.ComputerPaddle

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

Class for automated paddle

Field Summary

Fields

Modifier and Type	Field and Description
(package private) java.awt.Rectangle	boundingBox
boolean	goingDown
boolean	goingUp
int	height
int	paddleSpeed
int	width
int	x
int	y

Constructor Summary

Constructors

Constructor and Description
ComputerPaddle (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 automated paddle graphic.
void	tick (Tennis game) Automates the movement of the paddle to follow the y-coordinate position of the ball

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

goingUp

```
public boolean goingUp
```

goingDown

```
public boolean goingDown
```

boundingBox

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

Constructor Detail

ComputerPaddle

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

Method Detail

tick

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

Automates the movement of the paddle to follow the y-coordinate position of the ball

Parameters:

game - Main driver Tennis instance

render

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

Used strictly to display the automated paddle graphic.

Parameters:

graphics - Main driver graphics instance

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