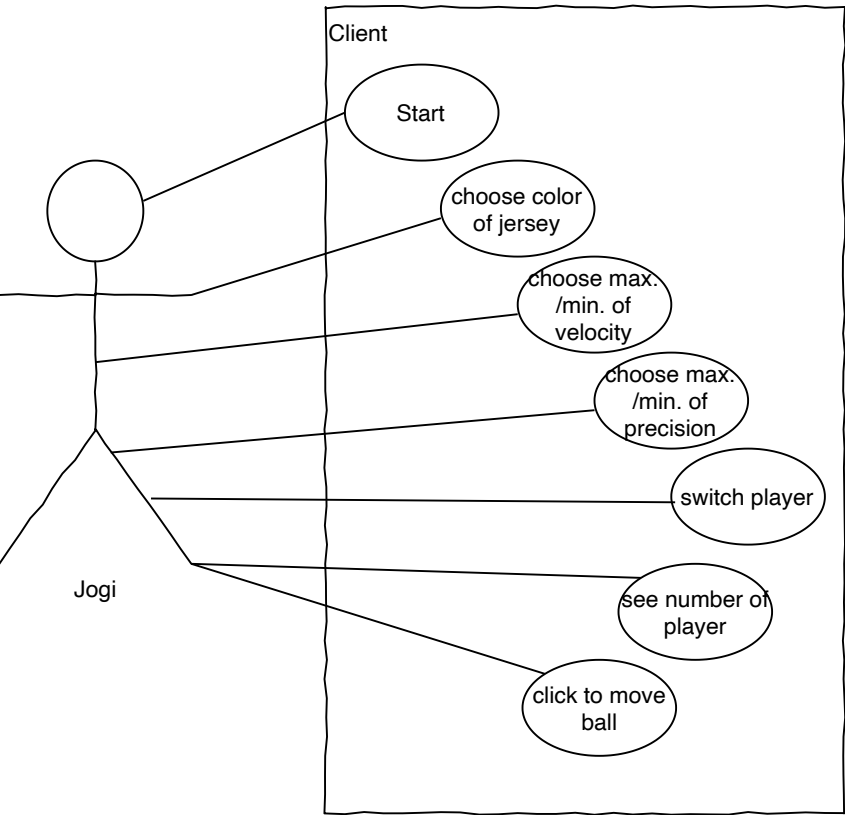
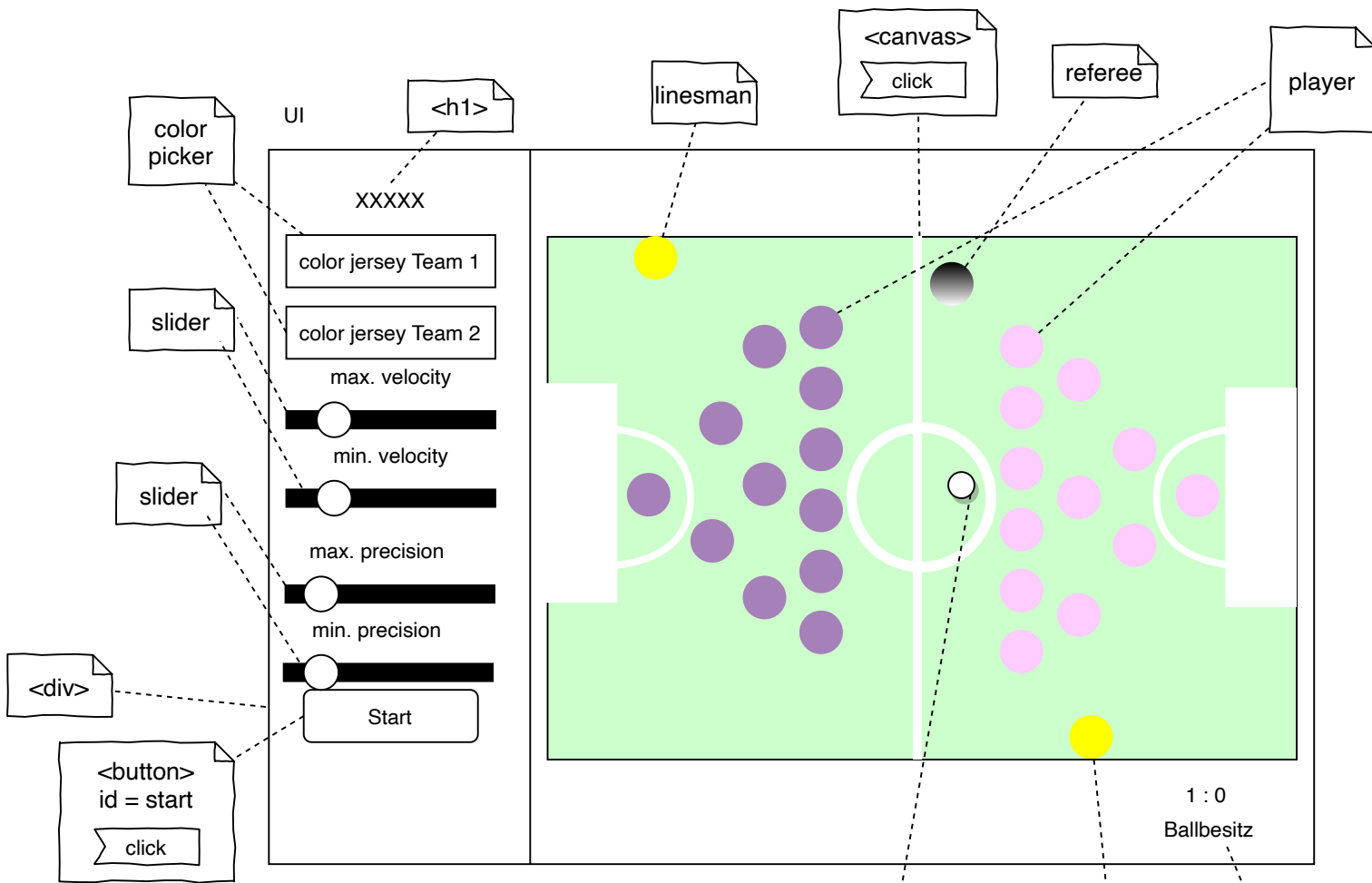
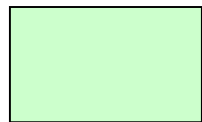


Use Case





Canvas



600px

800px

Player

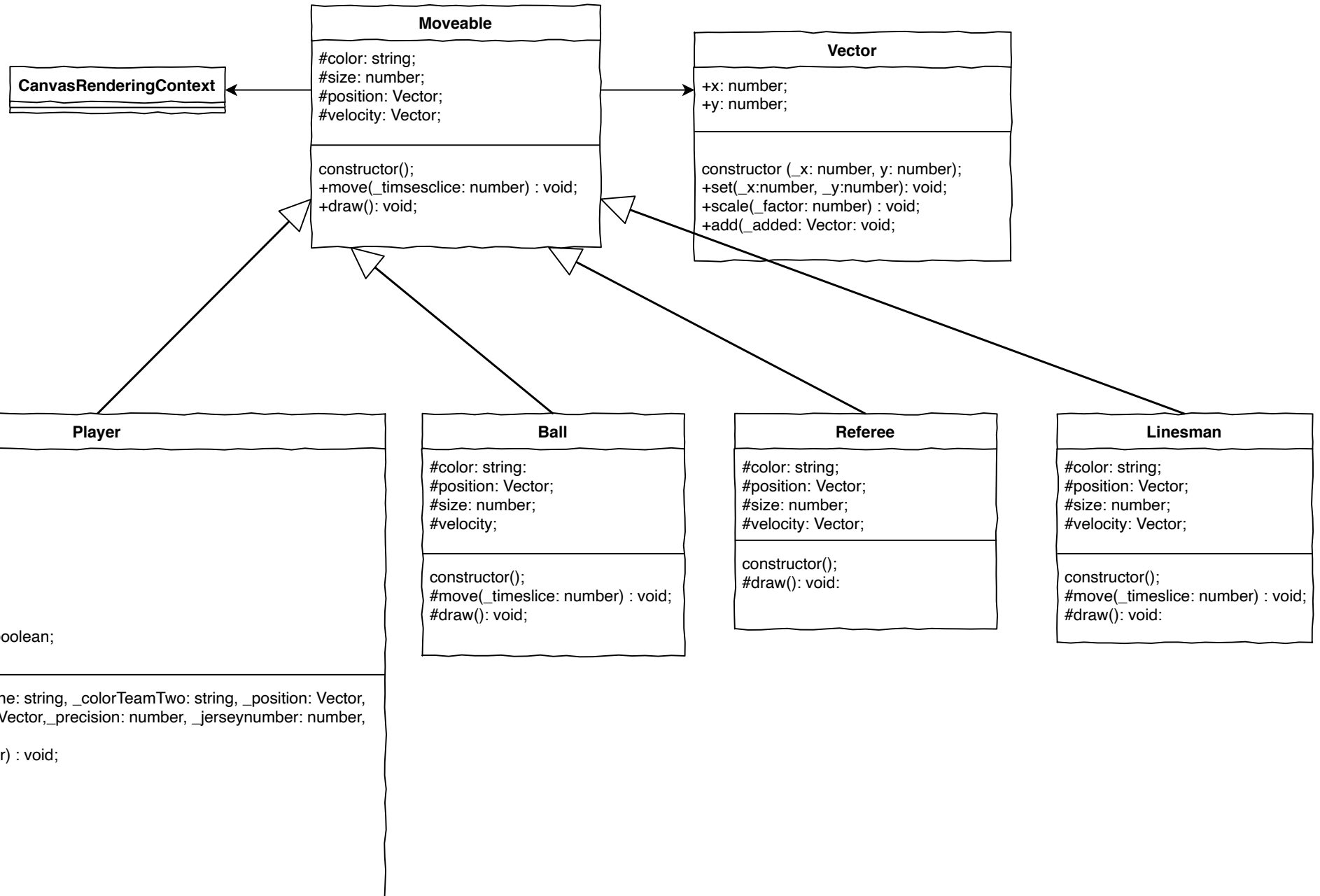


radius 3px

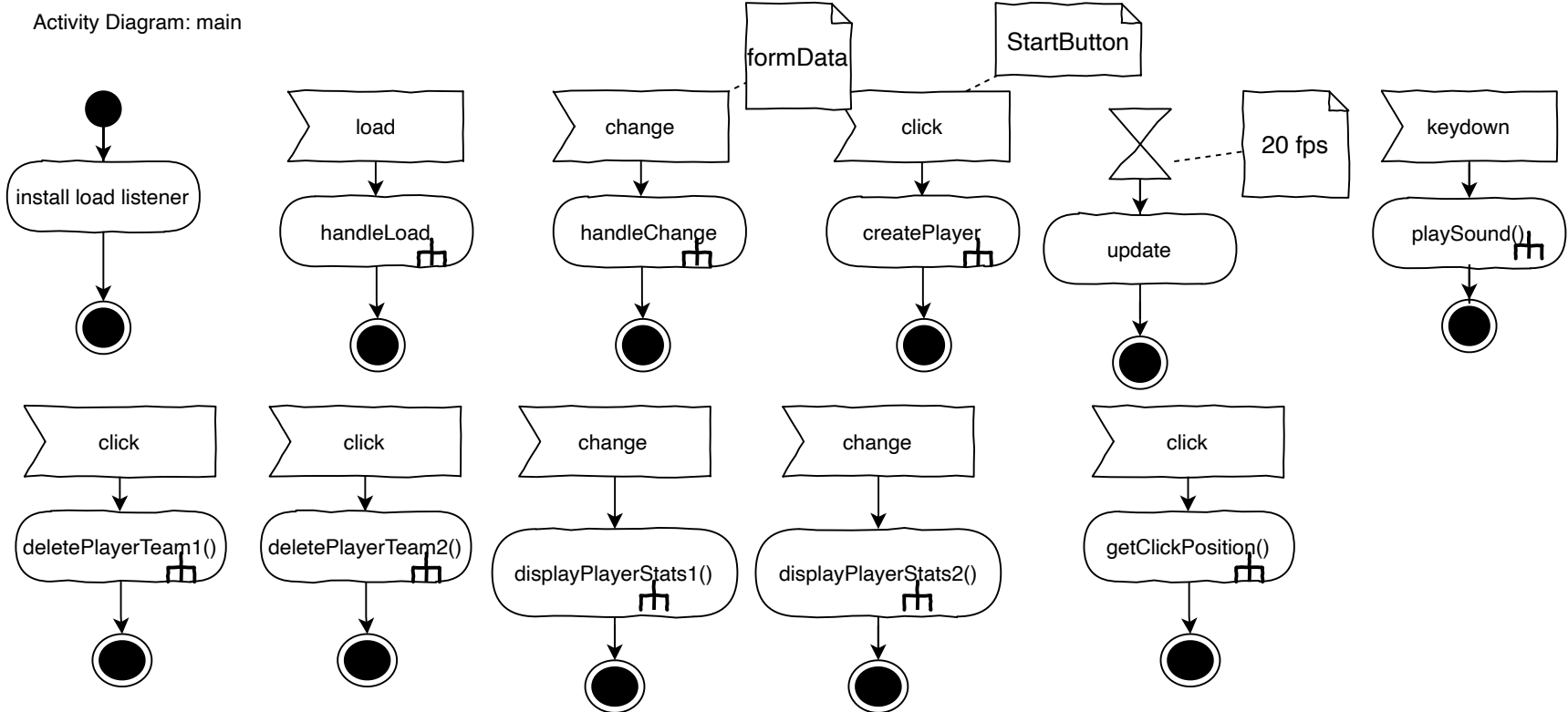
Ball

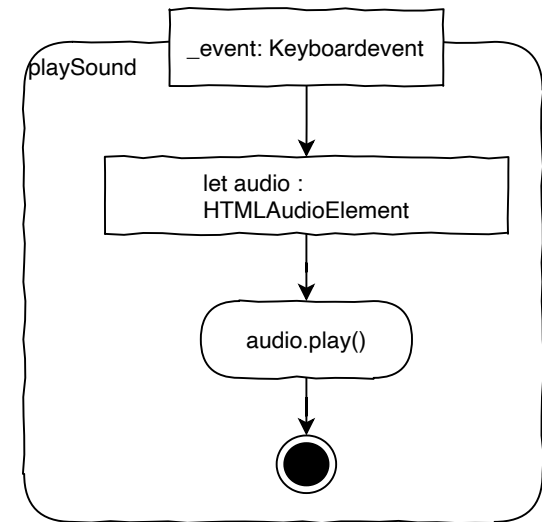
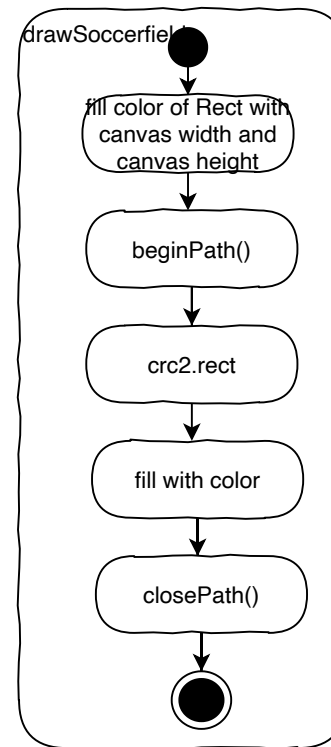
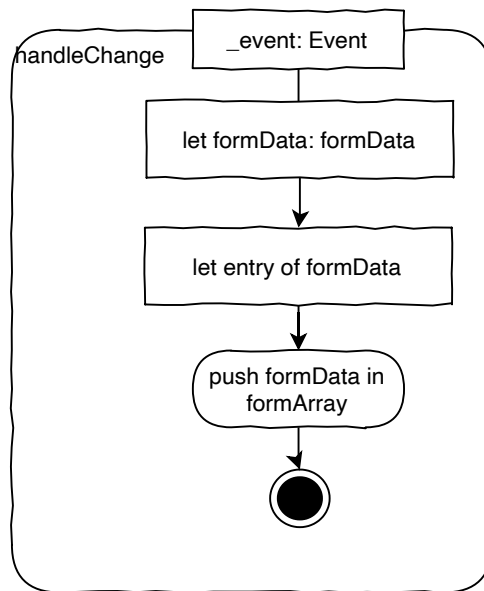
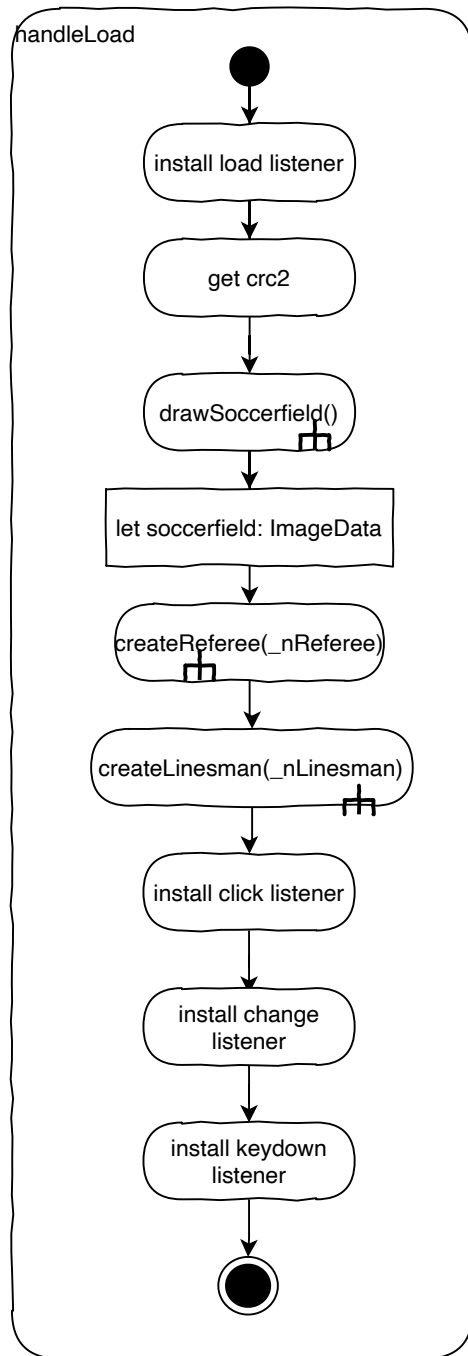


radius 1,5px



Activity Diagram: main





createPlayer()

