

Model.Pong

View.ScorePanel

TextField

Considering ball in motion!

alt

[proceeding out of bounds]

changeBallDirectionVertical()

[ball outside of opponent range]

bouncingCheck(int x,int y,int radius, int directionX,int directionY)

sPanel.scoreUpdate(player_score, opponent_score)

top.setText(playerScore)

bottom.setText(opponentScore)

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