Class Diagrams

Has A

|  |
| --- |
| Main |
| * dim: Dimension   + FRAME\_WIDTH: int  + FRAME\_HEIGHT: int   * frame: JFrame |
| + main(String[] args) |

|  |
| --- |
| Panel |
| * startButton: JButton * font: Font * t: Timer * score: JLabel * finalMessage: FinalMessage * xVelBall: int * yVelBall: int * yVelPaddleL: int * yVelPaddleR: int * xLP: int * yLP: int * xRP: int * yRP: int * X\_BALL\_ORIGIN: int * Y\_BALL\_ORIGIN: int * xBall: int * yBall: int * scoreP1: int * scoreP2: int |
| + Panel()  + setStartButton(): void  + setScore(): void  + paintComponent(): void  + actionPerformed(): void  + updateScore(): void  + resetBall(): void  + detectCollisionRP(): void  + detectCollisionRP (): void  + endGame(): void |

|  |
| --- |
| FinalMessage |
|  |
| + FinalMessage |

Has A