```
Simulation
   + step()
   + display()
       Ball
  # x
  # y
  # vx
  # vv
  # m
  # r
  # g
  # xmin
  # xmax
  # ymin
  # ymax
  + Ball()
  + step()
  + display()
  + setBall()
  + getBallx()
  + getBally()
  BallDrawable
+ BallDrawable()
+ draw()
+ display()
```