

Abstract Falling Object

- int x-coordinate
- int y-coordinate
- int score-worth
- String type
- int frontEndImage
- int appearance
- int speed

~ int getXCoordinate()
~ void setXCoordinate(int)
~ int getYCoordinate()
~ void setYCoordinate(int)
~ String getType()

Abstract ~ fall(int, int)

+ void resetHeight(int)

+ int getAppearance()

+ void setAppearance(int)

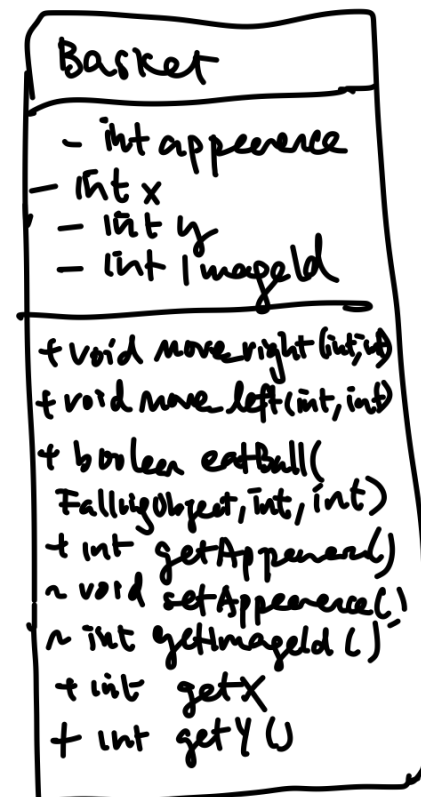
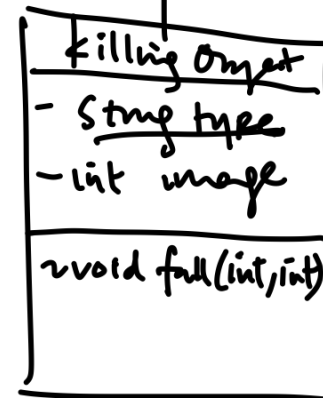
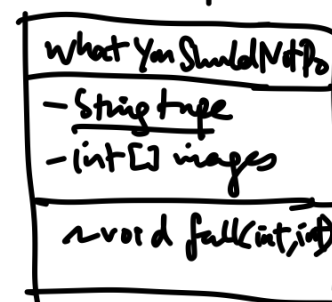
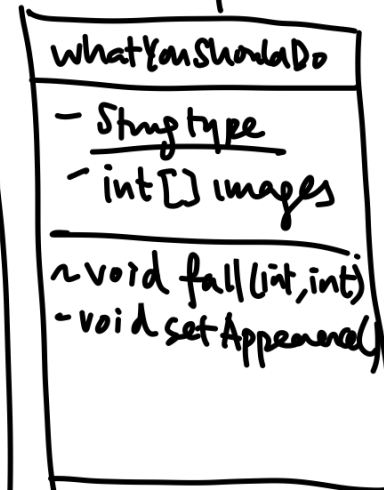
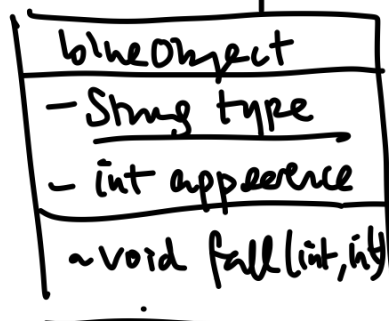
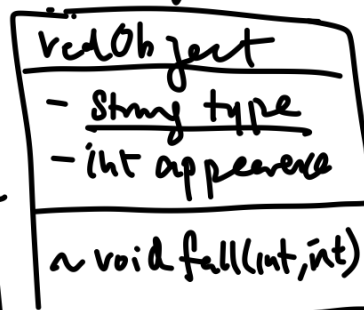
~ int getFrontEndImageID()

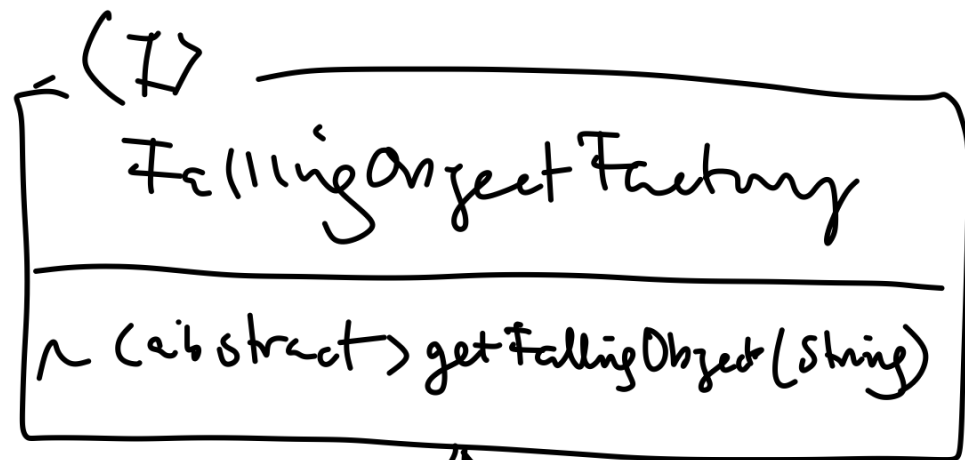
~ void setFrontEndImageID(int)

+ int getSpeed()

+ void increaseSpeed.
~ getScoreWorth()

extends (inheritance)





Implements

