Raquet #xPosition: number #yPosition: number = height / 2 #xSize: integer = 10 #ySize: integer = 60 -ySpeed: number = 0 -color: Color = white #WALL SEPARATION: integer = 50 {readonly} +points: integer = 0 +constructor(): void +draw(): void +updatePosition(): void +limitOutScreen(): boolean +moveUp(): void +moveDown(): void +stop(): void

Ball

-xPosition: number = width / 2
-yPosition: number = height / 2

-side: integer = 10 -xSpeed: number = 3 -ySpeed: number = 3 -color: Color = white

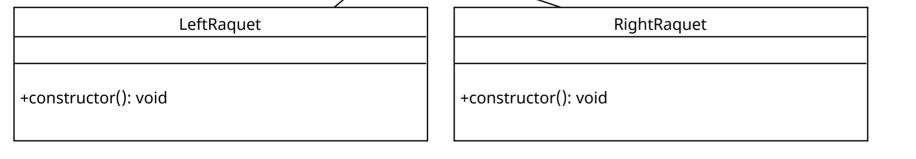
+constructor(): void +draw(): void

+updatePosition(): void

-hasColisionLeftWall(): boolean
-hasColisionRightWall(): boolean
-hasColisionTopWall(): boolean
-hasColisionBottomWall(): boolean
+controlColisionTopBottomWall(): void
+controlColisionLeftWall(): boolean
+controlColisionRightWall(): boolean
+controlColisionLeftRaquet(): void
+controlColisionRightRaquet(): void

Note..

width es el ancho total de la pantalla height el el alto total de la pantalla side el lado de la bola (cuadrado)



+height: 480
+width: 640
+ball: Ball
+LeftRaquet: Raquet
+RightRaquet: Raquet

+constructor(): void
+setUp(): void
+draw(): void
+keyPressed(): void
+keyRealesed(): void
+reset(): void