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
+controllColisionTopBottomWall(): 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)

LeftRaquet

+constructor(): void

RightRaquet

+constructor(): void

Scenary

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

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