**Class Definition:**

public class Ball extends MovingGameObject

**Constructors:**

|  |  |
| --- | --- |
| Identifier: | Ball(int xPosition, int yPosition, int diameter, Color color) |
| Parameters: | xPosition – an int representing the x coordinate of the Ball  yPosition – an int representing the y coordinate of the Ball  diameter – an int representing the diameter of the Ball  color – a Color object representing the color of the Ball |
| Return Value: |  |
| Other: |  |

**Methods:**

|  |  |
| --- | --- |
| Identifier: | getDiameter() |
| Parameters: |  |
| Return Value: | **int –** The diameter of the Ball |
| Other: |  |