**Class Definition:**

public class Brick extends GameObject

**Constructors:**

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

**Methods:**

|  |  |
| --- | --- |
| Identifier: | getWidth() |
| Parameters: |  |
| Return Value: | **int** – The width of the Brick |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getHeight() |
| Parameters: |  |
| Return Value: | **int** – The height of the Brick |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setWidth(int width) |
| Parameters: | width – An int type representing the width of the Brick |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setHeight(int height) |
| Parameters: | height – An int type representing the height of the Brick |
| Return Value: |  |
| Other: |  |