**Class Definition:**

public class Paddle extends ControlledGameObject

**Constructors:**

|  |  |
| --- | --- |
| Identifier: | Paddle(int xPosition, int yPosition, int width, int height, int speed,   Color color, KeyboardController controller) |
| Parameters: | xPosition – an int representing the x coordinate of the Paddle  yPosition – an int representing the y coordinate of the Paddle  width – an int representing the width of the Paddle  height – an int representing the height of the Paddle  speed – an int representing the speed of the Paddle  color – a Color object representing the color of the Paddle  controller – a KeyboardController responsible for controlling the Paddle |
| Return Value: |  |
| Other: |  |

**Methods:**

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

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

|  |  |
| --- | --- |
| Identifier: | getSpeed() |
| Parameters: |  |
| Return Value: | **int** – The speed of the Paddle |
| Other: |  |

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

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

|  |  |
| --- | --- |
| Identifier: | setSpeed(int speed) |
| Parameters: | speed – An int type representing the speed of the Paddle |
| Return Value: |  |
| Other: |  |

**Overridden Methods:**

|  |  |
| --- | --- |
| Identifier: | move() |
| Parameters: |  |
| Return Value: |  |
| Other: | Overridden method from the MovingGameObject class. This method adjusts the position of the paddle based on its speed depending on whether or not the KeyboardController associated with the paddle reports the correct keys being currently pressed. |