```
PhysicalObjectClass  
# objType
# shape
# strength
# color
# size
# location
# speed
# orientation
# id
+ PhysicalObjectClass()
+ PhysicalObjectClass()
+ ~PhysicalObjectClass()
+ setStrength()
+ setColor()
+ setScaledColor()
+ setSize()
+ setLocation()
+ setLocationOutside()
+ setSpeed()
+ setOrientation()
+ setID()
+ getObjectType()
+ getShapeType()
+ getColor()
+ getSize()
+ getXLocation()
+ getYLocation()
+ getSpeed()
+ getOrientation()
+ getID()
+ getStrength()
       TargetClass
   + TargetClass()
+ TargetClass()
   + TargetClass()
   + randColor()
    + setScaledColor()
    + setLocation()
    + setStrength()
```