

## PhysicalObjectClass

# objType  
# color  
# size  
# width  
# location  
# speed  
# orientation  
# id

+ PhysicalObjectClass()  
+ PhysicalObjectClass()  
+ PhysicalObjectClass()  
+ ~PhysicalObjectClass()  
+ setColor()  
+ setSize()  
+ setLocation()  
+ setSpeed()  
+ setOrientation()  
+ setID()  
+ getObjectType()  
+ getColor()  
+ getSize()  
+ getWidth()  
+ getXLocation()  
+ getYLocation()  
+ getSpeed()  
+ getOrientation()  
+ getID()