

PhysicalObjectClass

objType
shape
color
size
location
speed
orientation
id
shouldBeDrawn

+ PhysicalObjectClass()
+ PhysicalObjectClass()
+ PhysicalObjectClass()
+ ~PhysicalObjectClass()
+ setColor()
+ setSize()
+ setLocation()
+ setLocationOutside()
+ setSpeed()
+ setOrientation()
+ setID()
+ setShouldBeDrawn()
+ getObjectType()
+ getShapeType()
+ getColor()
+ getSize()
+ getXLocation()
+ getYLocation()
+ getSpeed()
+ getOrientation()
+ getID()
+ getShouldBeDrawn()