```
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()
     ObstacleClass
   + ObstacleClass()
   + ObstacleClass()
   + ObstacleClass()
   + setInitLocation()
   + setLocation()
```