

time values will of course differ between tests.

Amount of A and B blocks can differ between tests depending on which are destroyed.

ImmaterialTest1 - getting off power first:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
```

Hardness: 1
Resistance: 0

output after grabbing the off power:

```
1056 deployed: org.alia4j.noirin.action.MethodCallAction@555bbc6 [* *  
bp.base.Ball+.getImmaterial(..) throws * exposes[${false}] when  
org.alia4j.liam.TruePredicate@3f9ac6e6]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 5.25  
Orientation: 209  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: A -----  
Size: 10.0  
Hardness: 1  
Resistance: 0  
----- Block: A -----  
Size: 10.0  
Hardness: 1  
Resistance: 0  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 0
```

output after grabbing the on power:

```
9108 deployed: org.alia4j.noirin.action.MethodCallAction@555bbc6 [* *  
bp.base.Ball+.getImmaterial(..) throws * exposes[${true}] when  
org.alia4j.liam.TruePredicate@3f9ac6e6]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 5.5125  
Orientation: 150  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: A -----  
Size: 10.0  
Hardness: 1  
Resistance: 0
```

ImmaterialTest1 -grabbing the on power first:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing the on power:

```
1749 deployed: org.alia4j.noirin.action.MethodCallAction@49a51bb9      [* *
bp.base.Ball+.getImmaterial(..) throws * exposes[${true}] when
org.alia4j.liam.TruePredicate@76bf3474]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.5125
Orientation: 62
Damage: 1
Immaterial: true
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing the off power:

```
2442 deployed: org.alia4j.noirin.action.MethodCallAction@49a51bb9      [* *
bp.base.Ball+.getImmaterial(..) throws * exposes[${false}] when
org.alia4j.liam.TruePredicate@76bf3474]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.788125000000001
Orientation: 272
Damage: 1
Immaterial: true
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
```