time values will of course differ between tests.

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

**SpeedTest1:**

**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 first power:**

1056 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf [\* \* bp.base.Ball+.getSpeed(..) throws \* exposes[${3}] when org.alia4j.liam.TruePredicate@7756b388]

ScheduleInfo [time=AROUND, rule=DEFAULT]

1056 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf [\* \* bp.base.Paddle+.getSpeed(..) throws \* exposes[${3}] when org.alia4j.liam.TruePredicate@7756b388]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 8.0

Orientation: 235

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 8.0

Orientation: 8.0

----- 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 any subsequent powers:**

6765 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf [\* \* bp.base.Ball+.getSpeed(..) throws \* exposes[${3}] when org.alia4j.liam.TruePredicate@7756b388]

ScheduleInfo [time=AROUND, rule=DEFAULT]

6765 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf [\* \* bp.base.Paddle+.getSpeed(..) throws \* exposes[${3}] when org.alia4j.liam.TruePredicate@7756b388]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 10.0

Orientation: 223

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 10.0

Orientation: 10.0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

**SpeedTest2:**

**output at the start:**

----- Ball: Ball -----

Size: 1.0

Speed: 5.0

Orientation: 270

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 10.0

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: 10.0

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 first power:**

1056 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [\* \* bp.base.Ball+.getSpeed(..) throws \* exposes[${-3}] when org.alia4j.liam.TruePredicate@1c56295f]

ScheduleInfo [time=AROUND, rule=DEFAULT]

1056 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [\* \* bp.base.Paddle+.getSpeed(..) throws \* exposes[${-3}] when org.alia4j.liam.TruePredicate@1c56295f]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 1.0

Orientation: 82

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 10.0

Speed: 2.0

Orientation: 2.0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

**output after grabbing any subsequent powers:**

1782 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [\* \* bp.base.Ball+.getSpeed(..) throws \* exposes[${-3}] when org.alia4j.liam.TruePredicate@1c56295f]

ScheduleInfo [time=AROUND, rule=DEFAULT]

1782 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [\* \* bp.base.Paddle+.getSpeed(..) throws \* exposes[${-3}] when org.alia4j.liam.TruePredicate@1c56295f]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 1.0

Orientation: 82

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 10.0

Speed: 1.0

Orientation: 1.0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

**SpeedTest3:**

**output at the start:**

----- Ball: Ball -----

Size: 10.0

Speed: 1.0

Orientation: 270

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 10.0

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: 10.0

Speed: 1.0

Orientation: 270

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 10.0

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 any powers:**

1584 deployed: org.alia4j.noirin.action.MethodCallAction@1fe01e3 [\* \* bp.base.Ball+.getSpeed(..) throws \* exposes[${-3}] when org.alia4j.liam.TruePredicate@4b2ddf1a]

ScheduleInfo [time=AROUND, rule=DEFAULT]

1584 deployed: org.alia4j.noirin.action.MethodCallAction@1fe01e3 [\* \* bp.base.Paddle+.getSpeed(..) throws \* exposes[${-30}] when org.alia4j.liam.TruePredicate@4b2ddf1a]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 10.0

Speed: 1.0

Orientation: 269

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 10.0

Speed: 1.0

Orientation: 1.0

----- 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

**SpeedTest4:**

**output at the start:**

----- Ball: Ball -----

Size: 1.0

Speed: 10.0

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: 10.0

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 any powers:**

924 deployed: org.alia4j.noirin.action.MethodCallAction@7756b388 [\* \* bp.base.Ball+.getSpeed(..) throws \* exposes[${3}] when org.alia4j.liam.TruePredicate@5d24e2ed]

ScheduleInfo [time=AROUND, rule=DEFAULT]

924 deployed: org.alia4j.noirin.action.MethodCallAction@7756b388 [\* \* bp.base.Paddle+.getSpeed(..) throws \* exposes[${30}] when org.alia4j.liam.TruePredicate@5d24e2ed]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 10.0

Orientation: 209

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 10.0

Orientation: 10.0

----- 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