|  |
| --- |
| import java.awt.\*; |
|  | import java.util.Random; |
|  |  |
|  | public class Ball extends Rectangle { |
|  | int xVelocity; |
|  | int yVelocity; |
|  | int initialSpeed=5; |
|  | Random random; |
|  | Ball(int x,int y,int width,int height) |
|  | { |
|  | super(x,y,width,height); |
|  | random=new Random(); |
|  | int RandowXDirection=random.nextInt(2); |
|  | if(RandowXDirection==0) |
|  | { |
|  | RandowXDirection--; |
|  | } |
|  | setXDirection(RandowXDirection); |
|  | int RandomYDirection=random.nextInt(2); |
|  | if(RandomYDirection==0) |
|  | { |
|  | RandomYDirection--; |
|  | } |
|  | setYDirection(RandomYDirection); |
|  | } |
|  |  |
|  | public void setXDirection(int randowXDirection) { |
|  | xVelocity=randowXDirection; |
|  | } |
|  | public void setYDirection(int randowYDirection) { |
|  | yVelocity=randowYDirection; |
|  | } |
|  | public void move() |
|  | { |
|  | x+=xVelocity; |
|  | y+=yVelocity; |
|  | } |
|  | public void draw(Graphics g) |
|  | { |
|  | g.setColor(Color.white); |
|  | g.fillOval(x,y,width,height); |
|  |  |
|  | g.drawLine(1000/2,0,1000/2,555); |
|  | } |
|  | } |