import java.awt.\*;

import java.awt.event.KeyEvent;

public class Paddle extends Rectangle {

int id;

int yVelocity;

int speed=10;

Paddle(int x,int y,int Paddle\_width,int paddle\_height,int id)

{

super(x,y,Paddle\_width,paddle\_height);

this.id=id;

}

public void draw(Graphics g)

{

if(id==1)

{

g.setColor(Color.blue);

}else {

g.setColor(Color.red);

}

g.fillRect(x,y,width,height);

}

public void keyPressed(KeyEvent e)

{

switch(id)

{

case 1:

if(e.getKeyCode()==KeyEvent.VK\_W)

{

setYDirection(-speed);

}

if(e.getKeyCode()==KeyEvent.VK\_S)

{

setYDirection(speed);

}

break;

case 2:

if(e.getKeyCode()==KeyEvent.VK\_UP)

{

setYDirection(-speed);

}

if(e.getKeyCode()==KeyEvent.VK\_DOWN){

setYDirection(speed);

}

break;

}

}

public void keyReleased(KeyEvent e)

{

switch(id)

{

case 1:

if(e.getKeyCode()==KeyEvent.VK\_W)

{

setYDirection(0);

}

if(e.getKeyCode()==KeyEvent.VK\_S)

{

setYDirection(0);

}

break;

case 2:

if(e.getKeyCode()==KeyEvent.VK\_UP)

{

setYDirection(0);

}

if(e.getKeyCode()==KeyEvent.VK\_DOWN){

setYDirection(0);

}

break;

}

}

private void setYDirection(int i) {

yVelocity=i;

}

public void move()

{

y=y+yVelocity;

}

}