

Main

+main(String[] args): void
+start(Stage stage): void

CanvasController

-WIDTH = 800: int
-HEIGHT = 600: int
-PADDLE_HEIGHT = 70: int
-PADDLE_WIDTH = 15: int
+drawingCanvas: Canvas
-ballX = WIDTH / 2, ballY = HEIGHT / 2: int
-ballWidth = 20, ballHeight = 20: int
-ballXVelocity = 4, ballYVelocity = 4: int
-ballColor = Color.WHITE: Color
-player1Score = 0: int
-player2Score = 0: int
-g: GraphicsContext
-leftYPos = HEIGHT / 2: double
-rightYPos = HEIGHT / 2: double
-timeline: Timeline
-keyPressed = new EventHandler<KeyEvent>()

~init(Stage stage): void
-draw(): void
-run(): void
-drawSplit(GraphicsContext g, Color color): void