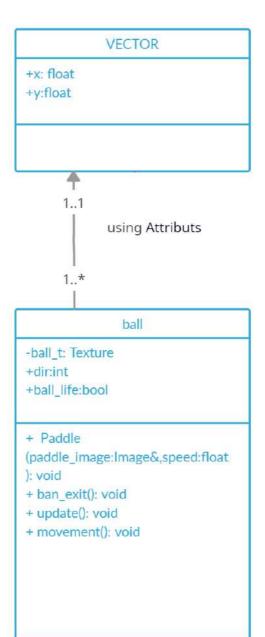
## Paddle

- -position: Vector2f
- -paddle\_texture: Texture
- +dx: float
- +speed: float
- +dir: int
- +paddle\_sprite:Sprite
- + Paddle (paddle\_image:lmage&,speed:float ): void
- + ban\_exit(): void + update(): void
- + movement(): void



## Bricks

- -bricks\_texture: Texture +brick\_sprite:Sprite
- +life: bool
- +Bricks():void