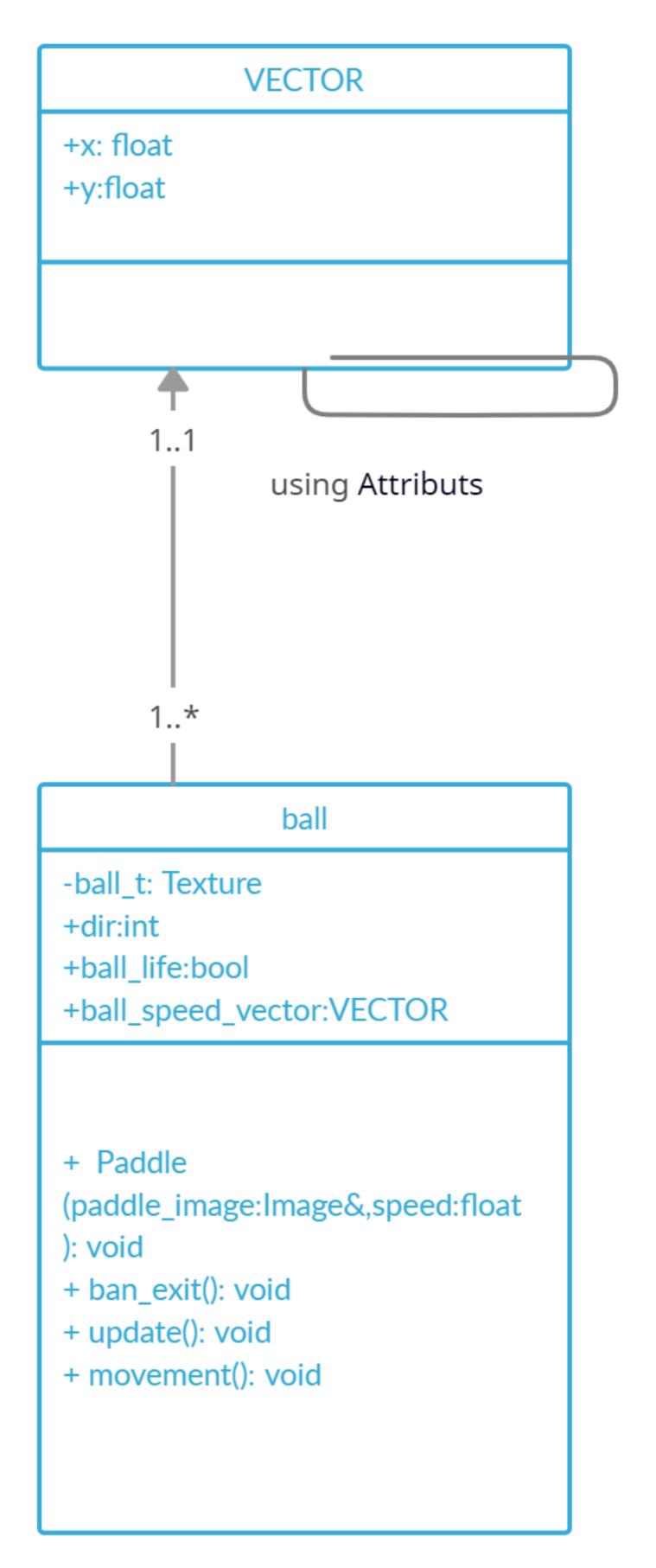## Paddle

-paddle_texture: Texture
+dx: float
+speed: float
+dir: int
+paddle_sprite:Sprite

+ Paddle
(paddle_image:Image&,speed:float
): void
+ ban_exit(): void
+ update(): void
+ movement(): void

VECTOR

+x: float
+y:float

1..1

using Attributs

Bricks

-bricks_texture: Texture
+brick_sprite:Sprite
+life: bool

+Bricks():void

1..*

ball

-ball_t: Texture
+dir:int
+ball_life:bool
+ball_speed_vector:VECTOR

+ Paddle
(paddle_image:Image&,speed:float
): void
+ ban_exit(): void
+ update(): void
+ movement(): void