

Ball
mX mY mSize mDX mDY mMinX mMaxX mMinY mMaxY mLeftPaddleX mLeftPaddleMinY mLeftPaddleMaxY mRightPaddleX mRightPaddleMinY mRightPaddleMaxY +__init__(size,min_x,max_x,min_y,max_y,left_paddle_x,right_paddle_x) +getX() +getY() +getSize() +getDX() +getDY() +getMinX() +getMaxX() +getMinY() +getMaxY() +getLeftPaddleX() +getLeftPaddleMinY() +getLeftPaddleMaxY() +getRightPaddleX() +getRightPaddleMinY() +getRightPaddleMaxY() +setPosition(x,y) +setSpeed(dx,dy) +setLeftPaddleY(paddle_min_y,paddle_max_y) +setRightPaddleY(paddle_min_y,paddle_max_y) +checkTop(new_y) +checkBottom(new_y) +checkLeft(new_x) +checkRight(new_x) +checkLeftPaddle(new_x,new_y) +checkRightPaddle(new_x,new_y) +move(dt) +serveLeft(x,min_y,max_y,min_dx,max_dx,min_dy,max_dy) +serveRight(x,min_y,max_y,min_dx,max_dx,min_dy,max_dy) +draw(surface)

Paddle
mX mY mWidth mHeight mSpeed mMinY mMaxY +__init__(x,y,width,height,speed,min_y,max_y) +getX() +getY() +getWidth() +getHeight() +getRightX() +getBottomY() +getSpeed() +getMinY() +getMaxY() +setPosition(y) +moveUp(dt) +moveDown(dt) +draw(surface)

Wall
mX mY mWidth mHeight +__init__(x,y,width,height) +getX() +getY() +getWidth() +getHeight() +getRightX() +getBottomY() +draw(surface)

ScoreBoard
mX mY mWidth mHeight mLeftScore mRightScore mServeStatus +__init__(x,y,width,height) +getX() +getY() +getWidth() +getHeight() +getLeftScore() +getRightScore() +getServeStatus() +isGameOver() +scoreLeft() +scoreRight() +swapServe() +draw(surface)