

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)
```