

```
/**
 * File:  Arena.java
 *
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 *
 * The class that implements the arena in which the ball bounces and the paddle moves.
 */

import acm.graphics.*;
import java.awt.*;

public class Arena extends GRect
{
    public Arena(double left, double top, double width, double height, Color c)
    {
        super(left, top, width, height);
        this.setFilled(false);
        this.setColor(c);
    }
}
```