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/**
 * File:  Paddle.java
 *
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 * @version December, 2007
 *
 * The class that implements a paddle.
 */

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

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

    public void move(double x, Arena arena)
    {
        this.setLocation(x, this.getY());

        if (this.getX() < arena.getX())
            this.setLocation(arena.getX(), this.getY());
        else if (this.getX() > arena.getX() + arena.getWidth() - this.getWidth())
            this.setLocation(arena.getX() + arena.getWidth() - this.getWidth(), this.getY());
    }
}
```