

Basketball_Example

// Basketball sketch

// by Mr. H.

PImage basketball;

PImage hoop;

int x = 0;

int y = 0;

int count = 0;

void **setup**() {

// this section sets the output window and adjusts the images

// to a size that looks good

size(800, 600);

basketball = **loadImage**("basketball.png");

basketball.**resize**(50,50);

hoop = **loadImage**("hoop.png");

hoop.**resize**(90,90);

}

void **draw**() {

background(255); // choose a background colour that matches
// your images (i.e. hides the edges)

noCursor();

image(hoop,280,200); // places hoop behind ball layer

image(basketball,x,y); // draws the ball over the hoop layer

y = 1***int**(0.018 * **sq**(x)) - 7 * x + 650;

// this equation adds a gravity effect

x = x + 3; // moves image left to right, speed = 3

count = count + 1;

if (count == 200)

{

count = 0;

x = 0;

}

}