

## Bounce\_Example\_\_4\_Wall

//Bounce Example - Four Wall

//Mr. H.

//declare and initialize horizontal variables

**int** x = 0, bounceX = 1;

//declare and initialize vertical variables

**int** y = 300, bounceY = 1;

```
void setup() {  
  size(600,600);  
}
```

```
void draw() {  
  background(255);  
  ellipse(x,y,20,20);  
  x = x + bounceX;  
  y = y + bounceY;
```

//change direction if ball hits a side

```
if (x <= 0 || x >= 600) {  
  bounceX = bounceX * -1;  
}
```

//change direction if ball hits top or bottom

```
if (y <= 0 || y >= 600) {  
  bounceY = bounceY * -1;  
}
```

```
}
```