**Bounce_Example___Two_Wall**

```
//Bounce Example - Two Wall
//Mr. H.

//declare and initialize horizontal variables
int x = 0, bounceX = 1;


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

void draw(){
 background(255);
 ellipse(x,300,20,20);
 x = x + bounceX;

 //change direction if ball hits a side
 if (x <= 0 || x >= 600){
   bounceX = bounceX * -1;
 }

}
```