

## Bouncing\_Ball

//How to Bounce a Ball

//Mr. H.

PImage ball;

int x = 12;

float y = 600;

int n = 2;

void setup()

```
{  
  size (650, 600);  
  background (255);  
  stroke(0, 0, 255);  
  strokeWeight(10);  
  ball = loadImage("ball.png");  
  ball.resize(60,60);  
}
```

void draw ()

```
{  
  background(255);  
  image(ball, x, y);  
  x = x + n;  
  y = 600 + 0.006 * (x)*(x - 600);  
  if (x >= 590) {  
    n = n * -1;  
  }  
  if (x <= 10) {  
    n = n * -1;  
  }  
}
```