

Paddle_Example__Arrow_Keys_

//Paddle Example (Arrow Keys)

//Mr. H.

//declares and initializes vertical variable

```
int y = 300;
```

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

```
void draw() {  
  background(255);  
  fill(255, 0, 0);  
  rect(20, y, 10, 50);  
}
```

//this additional void allows us to the arrow keys

```
void keyPressed() {  
  if (keyCode == UP) {  
    //subtract from y to move paddle up  
    y = y - 10;  
  } else if (keyCode == DOWN) {  
    //add to y to move paddle down  
    y = y + 10;  
  }  
}
```