

Reflecting_Images_v2

```
int x = -100, y = 100;
```

```
int bubbleX = int(random(600)), bubbleY = 620;
```

```
PImage Fish;
```

```
void setup() {  
  size(600, 600);  
  background(120);  
  Fish = loadImage("blueFish.png");  
}
```

```
void draw() {  
  background(120);
```

```
  for(int i = 0; i < height; i++){  
    stroke(0,0,height-i);  
    line(0,i,width,i);  
  }
```

```
  Fish.resize(100,100);  
  image(Fish,600 - x,300+y);
```

```
  //use push and pop matrix to reflect using scale(-1,1)  
  //but then you must make the x coordinate negative in the image  
  pushMatrix();  
  scale(-1,1);  
  image(Fish,-x,300-y);  
  popMatrix();
```

```
  x = x + 1;  
  if (x >= 700)  
  {  
    x = -100;  
    y = int(random(-100,200));  
  }
```

```
  bubbleY = bubbleY - 1;  
  bubbleX = bubbleX + int(random(-2,2));  
  stroke(100,100,255);  
  noFill();  
  ellipse(bubbleX,bubbleY,5,5);
```

```
  if(bubbleY < 0){  
    bubbleX = int(random(0,600));  
    bubbleY = int(random(600,630));  
  }  
}
```