Code assignment2

Code;

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Document</title>

<style>

body{

width: 100%;

height: 100%;

overflow: hidden;

}

/\* .ball{ \*/

/\* width: 70px;

height: 70px;

background-color: red ;

border-radius: 50%;

position: absolute;

top: 100px;

left: 100px; \*/

/\* } \*/

.container{

width: 50%;

height: 600px;

border: 3px solid rgb(178, 112, 112);

position: relative;

/\* top: 50px; \*/

/\* left: 100px; \*/

background-color: rgb(40, 111, 88);

}

</style>

</head>

<body>

<div class="container" id="container">

<div class="ball " id="balls"></div>

</div>

<script>

var xPosition = [];

var yPosition = [];

var xVelocity = [];

var yVelocity = [];

function multiBall() {

var div = document.createElement("div");

var container = document.getElementById("container");

container.style.width = "50%";

container.style.height = "700PX";

container.style.border = "3px solid red";

let color = colorChange();

let X = Xrandom();

xPosition.push(X);

let Y = Yrandom();

yPosition.push(Y);

div.style.width = "70px";

div.style.height = "70px";

div.style.background = color;

div.style.position = "absolute";

div.style.top = Y +"px";

div.style.left = X +"px";

div.style.borderRadius = "50%";

document.body.appendChild(div);

return div;

var y = yVelocity();

yVelocity.push(y);

}

// color auto change

function colorChange(){

let palet = ["red","blue","greenyellow","yellow","cyan","orange","orangerad"];

let color = palet[Math.floor(Math.random()\*6)];

return color;

}

// random X

function Xrandom(){

let X = Math.floor(Math.random()\*600);

return X;

}

// random Y

function Yrandom(){

let Y = Math.floor(Math.random()\*600);

return Y;

}

function xVelocity(){

let xVel = Math.floor(Math.random()\*600);

xVelocity.push(xVel);

return xVel;

}

function yVelocity(){

let yVel = Math.floor(Math.random()\*600);

return yVel;

}

// loop

var balls = [];

for(let i = 0 ;i<3 ;i++){

balls.push(multiBall());

console.log(balls[i]);

}

var velocity = 100;

function move(){

for(let i = 0 ; i<balls.length ; i++){

if(xPosition[i]<=600){

xPosition[i] = xPosition[i] + velocity;

balls[i].style.left = xPosition[i] + "px" ;

yPosition[i] = yPosition[i] + velocity;

balls[i].style.top = yPosition[i] + "px";

balls[i].style.left = yPosition[i] + "px";

}

if(xPosition[i]>=300 || yPosition[i]>=300 ){

velocity =-velocity;

balls[i].style.top = yPosition[i] + "px";

balls[i].style.left = xPosition[i] + "px";

}

}

}setInterval(move,2000);

</script>

</body>

</html>