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var x = 200;
var y = 200;
var xTemp = 1;
var yTemp = 1;
var temp = 0;
var up = false;
var score = 0;
var alph = 200;

function setup() {
  createCanvas(400, 400);
}

function draw() {
  background(220);
  printScore();
  lava();
  ball();
  bounce ();
  rec();
}

function rec () {
  fill(0);
  noStroke();
  if(mouseY < 362)
    rect(mouseX-20, mouseY, 40, 8);
  else
    rect(mouseX-20, 362, 40, 8);
}

function ball () {
  x+=xTemp;
  y+=yTemp;
  fill('purple');
  ellipse(x,y,10,10);
}

function bounce () {
  if (((x>mouseX-20)&&(x<mouseX+20))&&(((mouseY > 362)&&((y < 370)&&(y > 362))))||(((y>mouseY-4)&&(y<mouseY+4))&&(up ==
    up = true;
    yTemp = -1-temp;
    score++;
    alph = 200;
    temp+=0.2;
  })

  if (x > 400)
    xTemp = -1-temp;
  if (x < 0)
    xTemp = 1+temp;
  if (y < 0){
    yTemp = 1+temp;
    up = false;
  }
}

function lava () {
  if (y > 370){
    fill (0);
    text('final score', 0,0,400,400);
  }
  fill ('red');
  rect(0,370,400,30);
  fill(0);
  textSize(30);
  text("LAVA LAVA LAVA LAVA LAVA",1,374,600,400);
}

function printScore () {
  fill(0,0,0,alph);
  textSize(50);
  text("SCORE: " + score,0,180,400,400);
  alph--;
}

```