

```
function loadBalls(numBalls){  
  for(var i = 0; i < numBalls; i++){  
    //where the balls are spawned in  
    var loc = createVector(random(100, 600), 20);  
    var vel = createVector(random(-3, 3), random(-3, 3));  
    var rad = 25  
    var col = color(random(0, 255), random(0, 255), random(0, 255));  
    var sp = 3  
    var b = new Ball(loc, vel, rad, col, sp);  
    //add balls to the array  
    Balls.push(b);  
  }  
}
```