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//  Sky Gastinel
//   13 February 2020
//  This is a comment
//  The setup function function is called once when your program
begins
var mainballs = [];
function setup() {
  var cnv = createCanvas(800, 800);
  cnv.position((windowWidth-width)/2, 30);
  background(5, 5, 5);
  fill(200, 30, 150);
  loadMainballs(7);
}

//  The draw function is called @ 30 fps
function draw() {
  background(5, 5, 5, 50)
  for(var i = 0; i < mainballs.length; i++) {
  mainballs[i].run();
  }
}

function loadMainballs(n) {
  for(var i = 0; i < n; i++){
  mainballs[i] = new Mainball(random(10, 790), random(10, 790),
20, random(0.25, 2), random(0.25, 2))
  }
}

class Mainball {
  constructor(x, y, w, dx, dy) {
    this.loc = createVector(x, y);
    this.w = w
    this.vel = createVector(dx, dy);
    this.angle = random(TWO_PI)
    this.orbiters = [];
    this.loadOrbiters(1);
  }

  loadOrbiters(n) {
    for(var i = 0; i < n; i++) {
      this.orbiters.push(new Orbiter(5, color(120, 88, 40)));
    }
  }
```

```
  run() {
    this.update();
    this.checkEdges();
    this.render();
  }

  update() {
    this.loc.x = this.loc.x + this.vel.x;
    this.loc.y = this.loc.y + this.vel.y
    this.angle += 0.05
  }

  checkEdges() {
    if(this.loc.x > 800 - this.w/2 ||
      this.loc.x < this.w/2) {
        this.vel.x = -1*this.vel.x
    }
    if(this.loc.y > 800 - this.w/2 ||
      this.loc.y < this.w/2) {
        this.vel.y = -1*this.vel.y
    }
  }

  render() {
    fill(255, 248, 117);
    ellipse(this.loc.x, this.loc.y, this.w);
    fill(255, 150, 238);
    stroke(255, 255, 255);
    for(var i = 0; i < this.orbiters.length; i++) {
      var ox = this.loc.x + 30*cos(this.angle);
      var oy = this.loc.y + 30*sin(this.angle);

      ellipse(ox, oy, 5)
    }
  }

}

class Orbiter {
  constructor(radius, clr) {
    this.radius = radius;
    this.clr = clr;
  }
}
```