I created a rain effect using Java particle effects and added a background image. I used PARAMS to store the various parameters needed and then used pane to add them to the panel. I created a 700x700 screen and then converted the image to Base64 code to be used directly in the script. I created a particle class and added particle properties to it, then used the init and animate functions to drive the particle system. I wanted to create the feeling of a rainy window, so I added a background image and used random to make the particles move at random speeds. At the same time, the player can adjust the number of particles, the overall speed of the particles, and the color of the particles to modify the look and feel of the screen.

For particle generation and image import, I referred to tutorials on the web, and this learning deepened my experience with javascript and improved the efficiency of writing code.