

Ch 10.

After completing chapter 10, when I ran the program, the ball would just disappear. I assumed it must be going to the wrong way for the screen. After removing the negative sign from the mYVelocity, the ball moved in the correct initial direction.

```
// set initial velocities  
mYVelocity = (y / 3); // remove -  
mXVelocity = (x / 2);
```

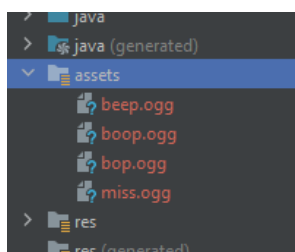
Good code design having both update methods be called the same way for both the bat and ball.

```
private void update() {  
    // Call ball and bat update methods  
    mBall.update(mFPS);  
    mBat.update(mFPS);  
}
```



Ch 11.

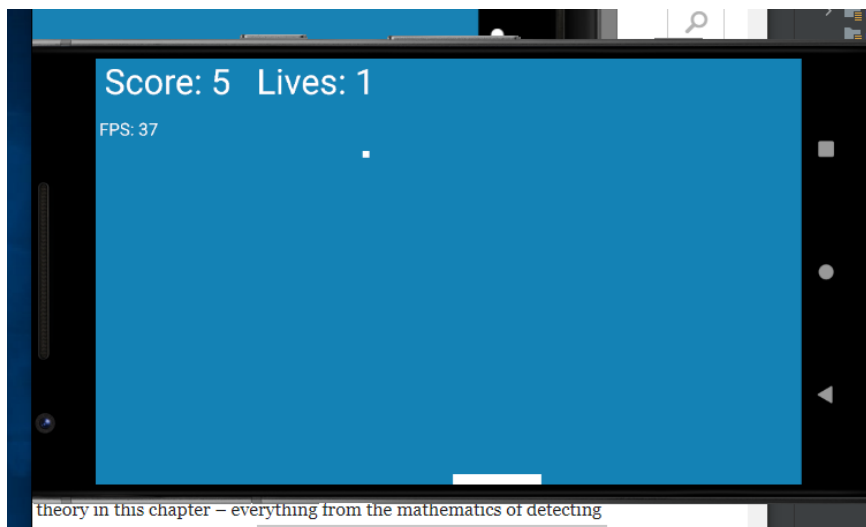
Obtained sound effects from the book github repository and added to a new assets folder. Despite the red lettering and the spooky question marks, the sounds work properly.



Carson Coker – Pong Project

Sounds require version checking because it can be different based on the system.

```
// version checking
if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.LOLLIPOP) {
    AudioAttributes audioAttributes =
        new AudioAttributes.Builder()
            .setUsage(AudioAttributes.USAGE_MEDIA)
            .setContentType(AudioAttributes.CONTENT_TYPE_SONIFICATION)
            .build();
    mSP = new SoundPool.Builder()
        .setMaxStreams(5)
        .setAudioAttributes(audioAttributes)
        .build();
} else {
```



theory in this chapter – everything from the mathematics of detecting