Bouncing Ball Project

**Instructions:**

* Create a canvas 800px wide by 600px high (800x600).
* Create a sketch with a circle moving left and down at 5px per update. This speed should be stored as separate speed variables in your code (this is required to solve this problem). (My speed values are fallX and fallY)
* Assume a 'world bounds' for this object to be 800x600
* When the ball reaches the edge of the bounds, bounce it by multiplying the associated velocity variable by -1, to make the ball be moving in the opposite direction. If you have found a hit on the right or left bounds, it should be the x velocity variable you are modifying. If it’s on the top or bottom bounds, you should be modifying the y velocity variable.
* Refer to image on assignment page for a visual example

**Pre Plan Sketching:**

* Make the ball constantly moving around the screen
* As soon as the ball reaches the edge, whether that be X or Y, change the fall speed variable to negative. This will create a “bouncing” effect

**Code explanations**

Setup: Quite literally “sets up” the space for the JavaScript to run on

* createCanvas sets the length and height for the area of X and Y. In this case it’s (800, 600) which will be the maximum area for the background color, and ball to travel around.

const Ball

* The only “constant” called in this code. I wrote in my notes that constants can never be changed or overwritten.
* Sets the ball or circle at (400,300) AKA the middle of the canvas

Draw

* Specifies the inner details of the canvas created in setup. Inner details include background color, fill color, calling the circle, and telling the JavaScript that the location of x and y should constantly be changing, by adding the variable of speed.
* When the ball reaches the edge, it “turns around” by multiplying the fall speed by negative one. This turns the addition into temporary subtraction, until the ball meets another edge.