ONLINE EXAMPLE SHOWN IN THE VIDEO, WITH SOURCE CODE

Online example from the video at JS Bin

Errata: in the video, we use `speed +=1;` in order to increment the speed of the rectangle each time it bounces (in the `changeColor()` function). This is not correct as `speed` can be negative. The online example fixes this by using `speed += Math.sign(speed) * 1;` instead this will add +1 or -1 depending on the sign of `speed`.