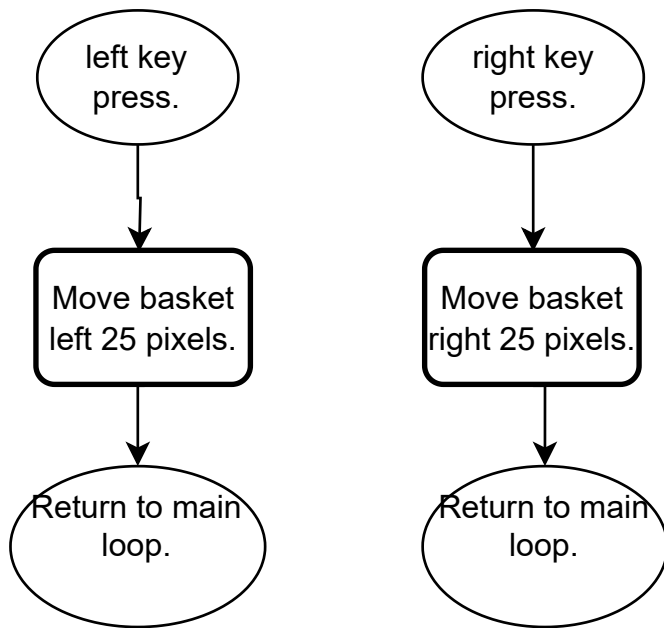
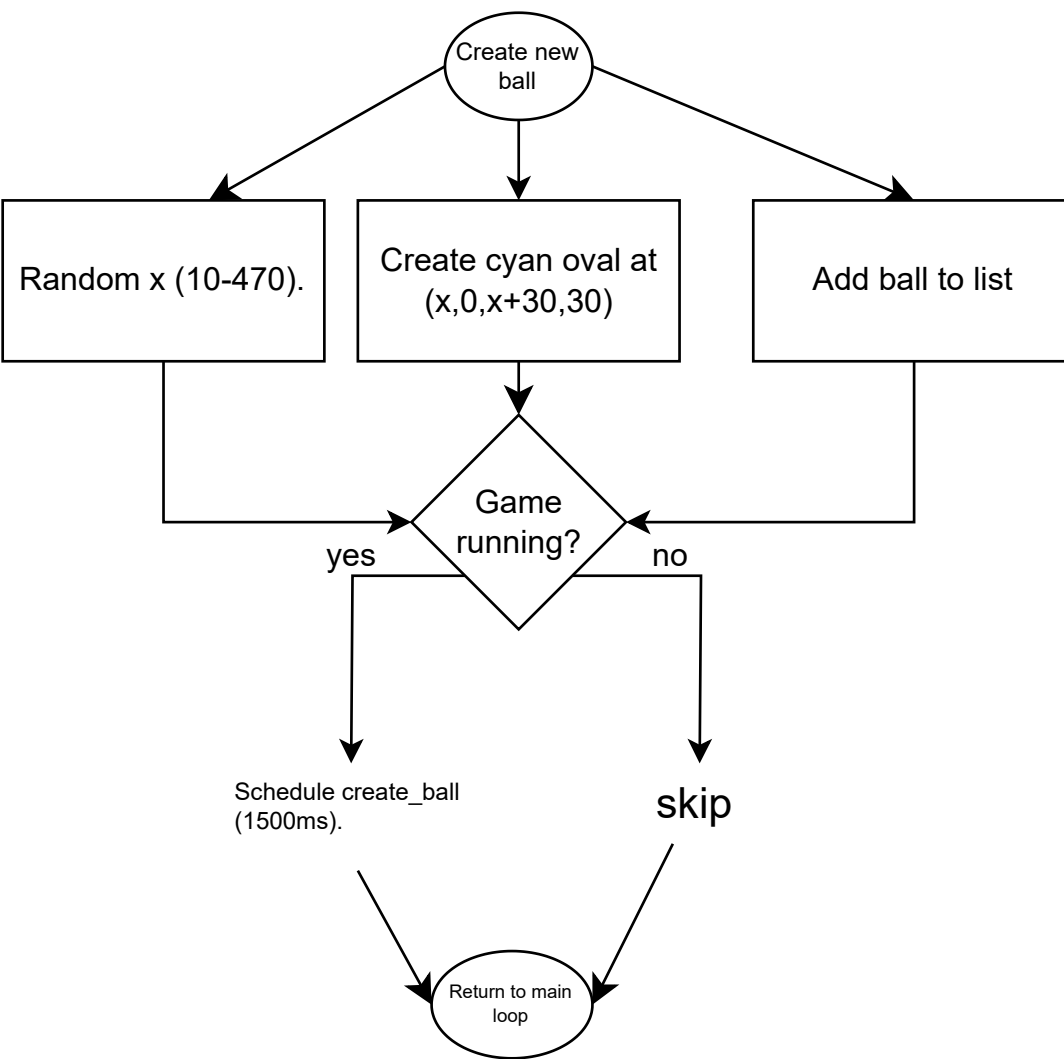


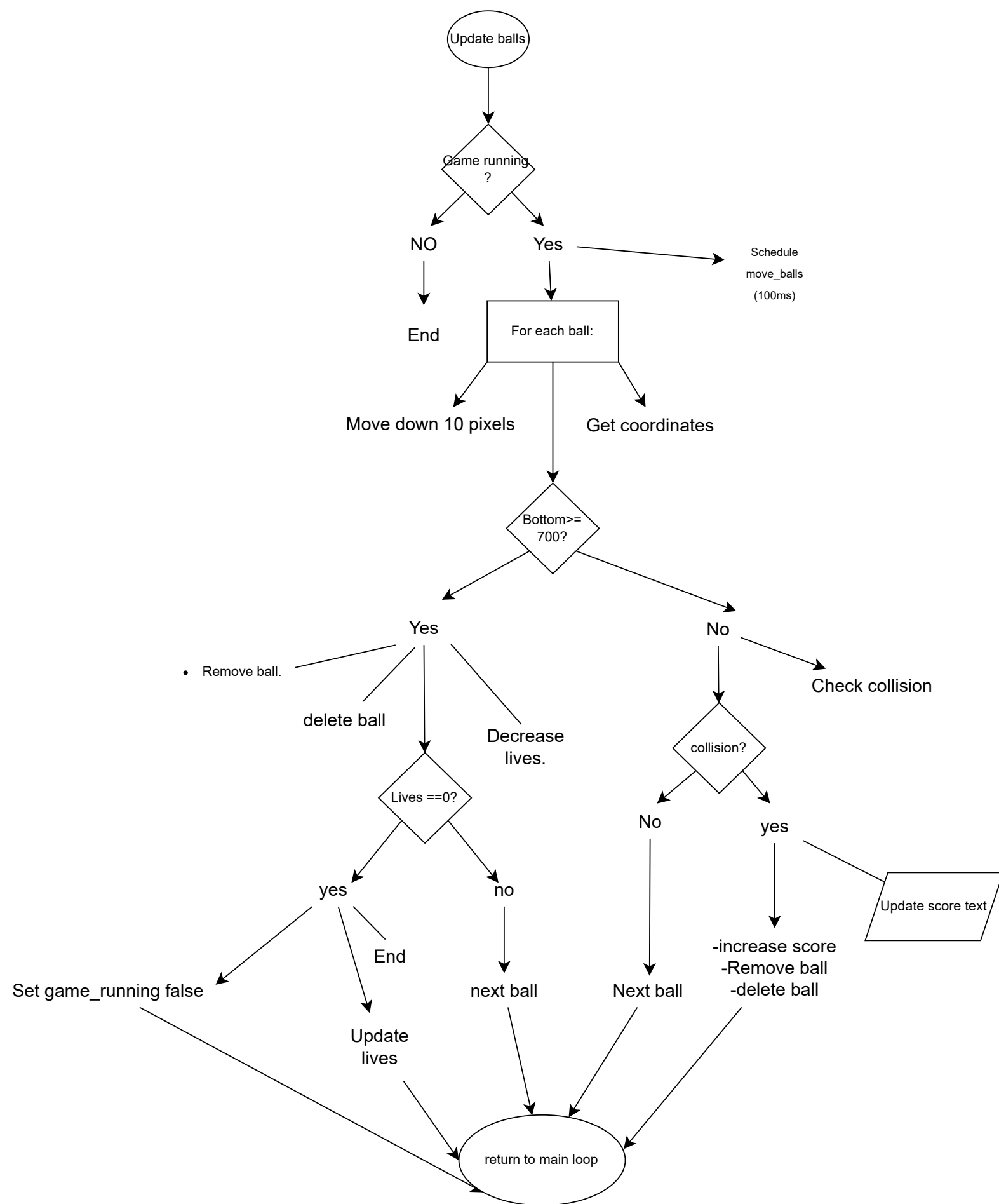
## 1. move function



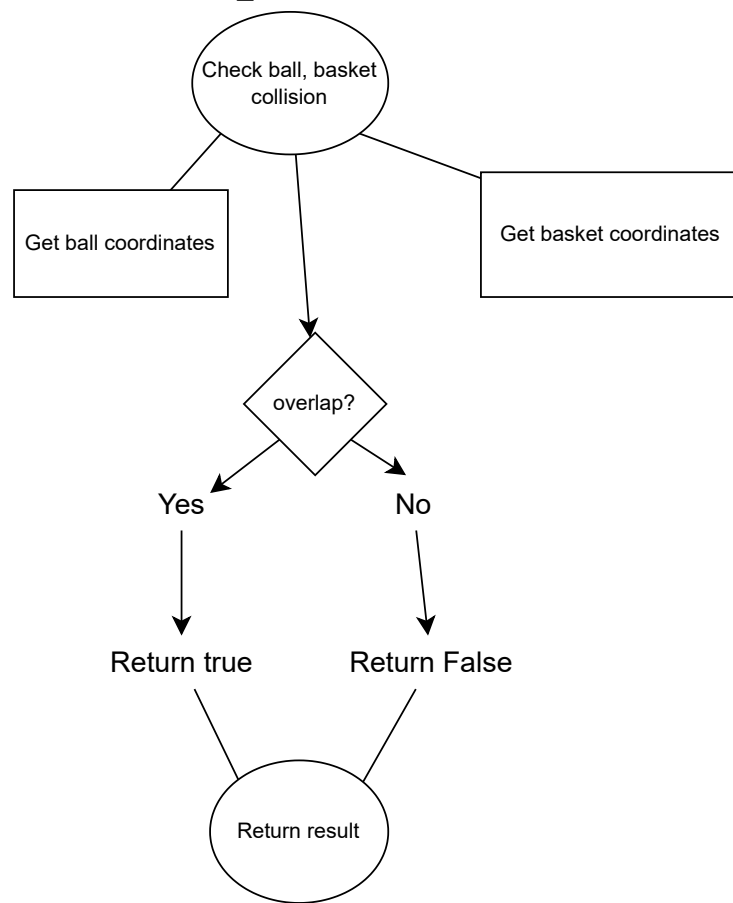
## 2. create ball function



### 3. move\_balls function



### 4. Check\_collision function



## 5. Main program

