

# Balloon

## Constructor

Syntax	Balloon(PApplet parent, int xPos, char color)
Parameters	<b>int xPos</b> : The x-coordinate of the balloon on the screen
	<b>char color</b> : the color of the balloon; 'y' for yellow balloon, 'r' for red balloon

## Attributes & Methods

width	static variable returns the width of the balloon
height	static variable returns the height of the balloon
setup()	Initializing the balloon and loading the image. Must be called at the setup stage of the program
show()	Renders the balloon on screen
showWithBoundaryBox()	Renders the balloon on screen with its boundary box around it
updateYPos()	moves the balloon
pop()	pops the balloon