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var x = 200;
var y = 200;
var xTemp = 1;
var yTemp = 1;
var temp = 0;
var up = false;
var score = 0;
var alph = 200;
var c = getX();
var d = getY();
var e = getX();
var f = getY();
var g = getX();
var h = getY();
var i = getX();
var j = getY();
var k = getX();
var l = getY();
var m = getX();
var n = getY();
var o = getX();
var p = getY();
var q = getX();
var r = getY();
var s = getX();
var t = getY();
var u = getX();
var v = getY();
var w = getX();
var ax = getY();
var ay = getX();
var z = getY();

function setup() {
  createCanvas(400, 400);
}

function draw() {
  background(220);
  printScore();
  lava();
  ball();
  bounce();
  rec();
  bubblesRed(c,d);
}
```

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    bubblesRed(e,f);
    bubblesRed(g,h);
    bubblesO(i,j);
    bubblesO(k,l);
    bubblesO(m,n);
    bubblesY(o,p);
    bubblesY(q,r);
    bubblesY(s,t);
    bubblesRed(u,v);
    bubblesO(w,ax);
    bubblesY(ay,z);
}

function rec () {
    fill(0);
    noStroke();
    if(mouseY < 362)
        rect(mouseX-20, mouseY, 40, 8);
    else
        rect(mouseX-20, 362, 40, 8);
}

function ball () {
    x+=xTemp;
    y+=yTemp;
    fill('purple');
    ellipse(x, y, 10, 10);
}

function bounce () {
    if (((x>mouseX-20)&&(x<mouseX+20))&&((mouseY > 362)&&((y <
370)&&(y > 362)))) || (((y>mouseY-4)&&(y<mouseY+4))&&(up == false)))) {
        up = true;
        yTemp = -1-temp;
        score++;
        alph = 200;
        temp+=0.2;
    }

    if (x > 400)
        xTemp = -1-temp;
    if (x < 0)
        xTemp = 1+temp;
    if (y < 0){
        yTemp = 1+temp;
        up = false;
    }
}

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function lava () {
  if (y > 370){
    fill(0);
    textSize(40);
    text('FINAL SCORE: ' + score, 2, 15, 400, 400);
  }
  fill('red');
  rect(0, 370, 400, 30);
}

function printScore () {
  fill(0, 0, 0, alph);
  textSize(40);
  text("SCORE: " + score, 0, 180, 400, 400);
  alph--;
}

function bubblesRed(a,b) {
  fill(210, 31, 60)
  ellipse(a, b, 15, 15);
}

function bubblesO(a,b) {
  fill(248,114,23)
  ellipse(a, b, 15, 15);
}

function bubblesY(a,b) {
  fill(255,165,0)
  ellipse(a, b, 15, 15);
}

function getX() {
  return Math.floor(Math.random()*400);
}

function getY() {
  return Math.floor((Math.random()*30)+370);
}

```