var ball,image\_paddle,image\_ball,paddle;

function preload() {

/\* preload your images here of the ball and the paddle \*/

image\_ball=loadImage("ball.png");

image\_paddle=loadImage("paddle.png");

}

function setup() {

createCanvas(400, 400);

/\* create the Ball Sprite and the Paddle Sprite \*/

ball=createSprite(200,200,20,20)

paddle=createSprite(370,200,10,100);

/\* assign the images to the sprites \*/

paddle.addImage("paddle",paddle.png);

ball.addImage("ball",ball.png);

/\* give the ball an initial velocity of 9 in the X direction \*/

ball.velocityX=9

}

function draw() {

background('skyblue');

/\* create Edge Sprites here \*/

edges=createEdgdeSprites

/\* Allow the ball sprite to bounceOff the left, top and bottom edges only, leaving the right edge of the canvas to be open. \*/

ball.bounceOff(leftEdge);

ball.bounceOff(topEdge);

ball.bounceOff(bottomEdge);

/\* Allow the ball to bounceoff from the paddle \*/

ball.bounceOff(paddle);

/\* Also assign a collision callback function, so that the ball can have a random y velocity, making the game interesting \*/

if (ball.isTouching(paddle)){

randomVelocity();

}

/\* Prevent the paddle from going out of the edges \*/

paddle.collide(edges);

if(keyDown(UP\_ARROW))

{

/\* what should happen when you press the UP Arrow Key \*/

sprite.y=sprite.y-20

}

if(keyDown(DOWN\_ARROW))

{

/\* what should happen when you press the DOWN Arrow Key \*/

sprite.y=sprite.y+20

}

drawSprites();

}

function randomVelocity()

{

/\* this function gets called when the ball bounces off the paddle \*/

/\* assign the ball a random vertical velocity, so it bounces off in random direction \*/

ball.velocityY=randomNumber(3,8);

}