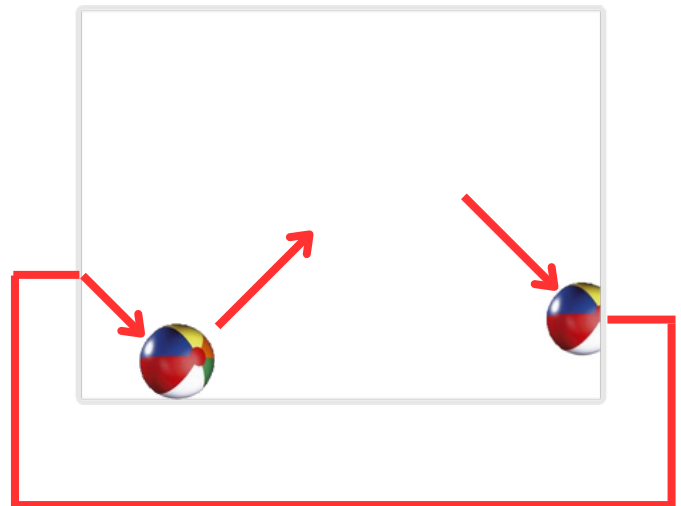## 1. beachBounce.py --> beachMover.py

```
# change x-step direction at left and right sides
if (x <= 0) or (x >= scrWidth - 1 - imWidth):
    xStep = -xStep
```

```
# change x position at left and right sides #
if x <= - 1 - imWidth:
    x = scrWidth + 1
elif x >= + 1 + scrWidth:
    x = - imWidth - 1
```


EXPLAIN: changes the **x-step** direction when ball reaches the left or right edge
to changes the **x-position** when it reaches the edge.

2. beachMover.py + X_KEY + Y_KEY

```
# handle events
for event in pygame.event.get():
    if event.type == QUIT:
        running = False
```

```
# handle events
for event in pygame.event.get():
    if event.type == QUIT:
        running = False
    elif event.type == KEYDOWN:
        if event.key == K_x:
            xStep = -xStep  # Reverse x-direction #
        elif event.key == K_y:
            yStep = -yStep  # Reverse y-direction #
```
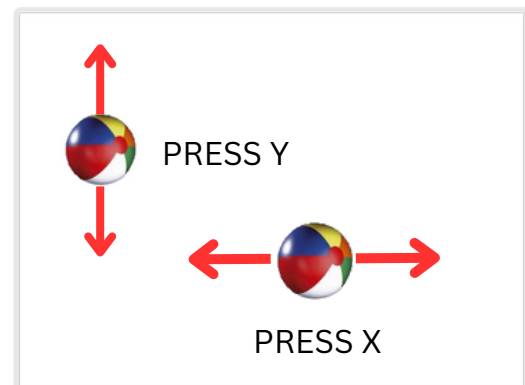

PRESS Y

PRESS X

EXPLAIN: changes the first code that only handles quitting, while the second code
also handles key presses, **X** to reverse **x-step**, **Y** to reverse **y-step**