**Bouncy Ball**

**Specification**

Create a window with a bouncing ball

**Algorithm**

1. Create a JFrame and a canvas with a slider
2. Draw the ball to the screen in the proper location
3. Display everything to the screen

**Flowchart**

**Code Design**

Class - used to create a custom data type

JFrame - used to display windows

JButton - used to accept input via a clickable button

JLabel - used to display text or image to the screen

JComboBox - used to take a finite number of predetermined inputs

**Implementation**

See the java files

**Testing and Debugging**

No testing was needed or bugs encountered in the devopment of this program