

Project 1

Task

How to make a circle bounce off the walls?

Think of using a variable to indicate the current direction of the circle.

Implement bounce and movement in x and y direction.

```
int x;

void setup () {
  size(600,600);
  x = 300;
}

void draw () {
  background(0);
  x = x+1;

  if (x>400) {
    x = 0;
  }

  rect(x,200,200,200);
}
```