Comments

* Good Job Banini. You just need to check a few things!
* Use the following format to name your the file containing your code:

Assignment[Number]\_[first name]\_[last name]

* Your code doesn’t not account for moving the ball. It only draws a ball at a different location other than the center. The assignment requires that once any one runs your code, one should see the ball moving from the center.
* Nice work using fractions of built-in variables, width and height but you still need to figure out using simple math what fractions you want to get the appropriate positions.
* This line of code is problematic.

text(" 7", width/2, height/2);// writes text on the screen

-Rather, than press space a bunch of times to place the right player’s score at the appropriate location you might find it helpful to use a correct fraction of width and height.

* Your void draw() has a few issues.

void draw() //runs forever

{

rect(1400,500, width/64, height/4);// draws a rectangle

rect(1400,500,width/64, height/4);// draws a rectangle

rect(leftPadX,leftPadY,leftPad,rightPad);//draws a rectangle

rect(rightPadX,rightPadY,leftPad,rightPad);//draws a rectangle

}

-You have the two lines of code that are exactly the same. Which paddles are these drawing? Also, you shouldn’t hard code numbers as parameters. 1400, and 500 should be more generic for all screens, (use in-built variables). You also need to check the x, y positions of your left and right paddles within the part of your code that assigns values to these positions.

* Try working on these and you can re-submit for a better grade.