**Comments**

**Message for Submission 2**

Points:

Grade: 9.5/10

Hello Frank, remember to add background (0,0,0); to the top of your draw() function next time.

Hi Frank,

Good job! You can can check your grade now. See below the things you missed. You can fix them and resubmit only one more time for a better grade. Ask any questions if they aren’t clear.

* You don’t have variables for the ball’s *x* speed and *y* speed
* You don’t have a variable for radius
* You don’t have a variable for text size
* Your code is not indented properly: use 1 tab at start of all code in setup() and draw()
* You have a magic number for text size and ball’s x and y speed