Good job on completing the course!

I advise you go through my comments for the last assignment. Compare and contrast your submission with the solutions.

You still have a lot of global variables at the start of your program. Remember you can hide all of these with instance variables in your classes. Thus, for example rather than have a global variable ballX, you can include an instance variable x in your Ball class, then whenever you create a ball object you can reference its x position with the dot notation.

So the other issue was that since now you have several ball objects (5 in this case), handling all of them in a collective fashion will require having a safe(or storage location) where you can access all of them and call their methods. Luckily, you can save all these ball objects in an array and then to loop through each one of them to either move, or bounce. Arrays do not only hold integers, or strings, they can hold your class objects too. Read more here.

<https://processing.org/tutorials/arrays/>

Also, remember some of the methods in your classes take object parameters like “void move(Game game)” in your ball class. You should explore ways in which you can use this parameter. It saves you a lot of repetitions in your code and gives you a lot of options.

Lastly, you have come a long way within 8 weeks and you’ve learnt a good chunk of new information. I advise you practise these concepts in different ways to establish a good foundation. There is a lot more you can learn and achieve if you dedicate yourself to doing so but it won’t be easy. Explore more online and expand your knowledge.

I have a link to my solution( there could be different ones). The goal is to understand and improve.

<https://docs.google.com/document/d/1M8j3p-2Wep997PSWmLQUEYlMERq_T7AI6PzXj8PcQOo/edit?usp=sharing>