**Graphics Animation Of The**

**Random Balls**

**CODE:**

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Bouncing Balls</title>

<style>

body {

margin: 0;

overflow: hidden;

}

</style>

</head>

<body>

<script>

var balls = [];

var xpos = [];

var ypos = [];

var xvel = [];

var yvel = [];

var ballSize = 30;

function create() {

for (let i = 0; i < 3; i++) {

let x = randomX();

let y = randomY();

let xvell = randomVel();

let yvell = randomVel();

let color = randomColor();

var div = document.createElement("div");

div.style.height = div.style.width = ballSize + "px";

div.style.position = "absolute";

div.style.borderRadius = "50%";

div.style.top = y + 'px';

div.style.left = x + 'px';

div.style.background = color;

document.body.appendChild(div);

balls.push(div);

xpos.push(x);

ypos.push(y);

xvel.push(xvell);

yvel.push(yvell);

}

console.log(balls, xpos, ypos);

}

function randomX() {

return Math.random() \* 600;

}

function randomY() {

return Math.random() \*600;

}

function randomColor() {

let palette = ['red', 'yellow', 'blue'];

return palette[Math.floor(Math.random() \* palette.length)];

}

function randomVel() {

return Math.floor(Math.random() \* 10) - 5;

}

function move() {

for (let i = 0; i < balls.length; i++) {

xpos[i] += xvel[i];

ypos[i] += yvel[i];

// Bounce off edges

if (xpos[i] <= 0 || xpos[i] >= 600) {

xvel[i] \*= -1;

}

if (ypos[i] <= 0 || ypos[i] >= 600) {

yvel[i] \*= -1;

}

xpos[i] = Math.max(0, Math.min(xpos[i], 600));

ypos[i] = Math.max(0, Math.min(ypos[i], 600));

balls[i].style.left = xpos[i] + 'px';

balls[i].style.top = ypos[i] + 'px';

}

requestAnimationFrame(move);

}

create();

move();

</script>

</body>

</html>