**PAC-MAN**

**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>**