

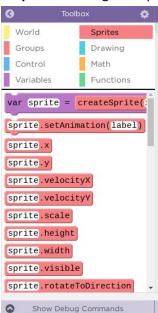


What we did:

- Create a sprite object
- Access predefined sprite properties and functions

How we did it:

Step 1: Locating the sprite tool



This is how the sprite code and output looks (Remember: Sprites are always rectangular, you can give them a shape later):

Code:

```
1 var ball = createSprite(200,200,10,10);
2 - function draw() {
3    drawSprites();
4 }
```

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Output



Step 2 : Renaming the Sprite to "ball' and giving it a position Follow this code to create the ball.

Code:

```
1 var ball = createSprite(200,200,10,10);
2 function draw() {
3 }
4
```

Output:



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Step 3: Animating the ball!

Check out the code for animating the sprite (In this case, we have redefined it as the ball!) Code:

```
1 var ball = createSprite(200,200,10,10)
3 - function draw() {
     background("white");
4
5
6
     ball.velocityX = 2;
7
     ball.velocityY = 3;
8
9
      createEdgeSprites();
10
     ball.bounceOff(edges);
11
12
     drawSprites();
13 }
```

Output:

The ball keeps moving to and fro near the boundary.

Now, to make the ball bounce off the walls, code this way: Code:

```
var ball = createSprite(200,200,10,10);
ball.velocityX = 2;
ball.velocityY = 3;

function draw() {
  background("white");
  createEdgeSprites();
  ball.bounceOff(edges);
  drawSprites();
}
```

Output:

The ball bounces off the all the edges



Step 4:

Making 4 balls bounce off each other! Follow this code:

```
ball1.bounce(ball2);
ball1.bounce(ball3);
ball1.bounce(ball4);

ball2.bounce(ball3);
ball2.bounce(ball4);

ball3.bounce(ball4);
```

What's next?:

We're going to use the bouncing ball animation to create a more challenging game. Until then, practice the code!