```
class Drop {
  float x, y;
  float speed;
  color c;
  float r;

  //**NEW
    // New variable to keep track of whether drop is still being used
  boolean finished = false;
  //**

  Drop() {
    r = 8;
    y = -r*4;
    x = random(width);
    speed = random(1, 5);
    c = color(50, 100, 150);
  }
  void move() {
    y += speed;
  }
  void display() {
    fill(c);
    noStroke();
    for (int i = 2; i<r; i++) {
      ellipse(x, y + i*4, i*2, i*2);
    }
  }
  boolean reachedBottom() {
    if (y > height + r*4) {
      return true;
    } else {
      return false;
    }
  }
  //function for when drop is caught
  //void caught() {
  //  //drop stop or stop drop
  //  speed = 0;
  //  //move drop
  //  y = -1000;
  //}

  //**NEW
  // If the drop is caught
  void finished() {
    finished = true;
  }
  //**
}
```