```
1 class Drop {
    float x, y;
    float speed;
    color c;
    float r;
 6
    //**NEW
 8
     // New variable to keep track of whether drop is still being used
 9
    boolean finished = false;
10
    //**
11
12
    Drop() {
13
     r = 8;
14
     y = -r*4;
15
     x = random(width);
16
     speed = random(1, 5);
17
      c = color(50, 100, 150);
18
    } 

19
    void move() {
20
     y += speed;
21
22
    }
    void display() {
23
     fill(c);
24
     noStroke();
25
     for (int i = 2; i<r; i++) {
26
       ellipse(x, y + i*4, i*2, i*2);
27
28
      }
    }
29
    boolean reachedBottom() {
30
     if (y > height + r*4) {
31
      return true;
32
     } else {
33
      return false;
34
     }
35
    }
36
    //function for when drop is caught
37
    //void caught() {
38
    // //drop stop or stop drop
39
    // speed = 0;
40
    // //move drop
41
    // y = -1000;
42
    //}
43
44
    //**NEW
45
    // If the drop is caught
46
    void finished() {
47
     finished = true;
48
    }
49
    //**
50}
51
52
53
54
55
56
```