StdDraw Graphics Library

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Random Number Generator

import java.util.Random;

Random rand = new Random();

System.out.println(rand.nextDouble());

// create a new random number generator

// print the generated random double value between 0.0 and 1.0 from the sequence of the rand random number generator (uniform distribution)

Exercise

Create an animation of multiple bouncing balls using the StdDraw library, with a variable number of balls, using arrays, loops, the random number generator, and basic physics principles used in BouncingBall.java

Use arrays to store the colors, the x,y-positions, the x,y-velocities, and the radii of the bouncing balls.