

There are two function called `animate_yellow_ball` and `animate_red_ball` it only shows 1 of the ball each time yellow ball will show first because the function is above the red ball function, so it only executes the only first function. There is no way to go to exit the while loop and execute the next function another function and it can't show to ball at the same time because there are not in the same function.

Conclusion:

I make another function called `animate_ball` this function has same code to `animate_yellow_ball` and `animate_red_ball` function but change a little bit of condition. It kind of merge them to one function to make it execute one time and have both ball bouncing in window frame. In this case we can delete another two function