|  |  |
| --- | --- |
| 変更後 | 変更前 |
| **float** SPEED = 25**;**  2: **float** R = 25**;**  3: **int** NUMBER = 25**;**  4: Ball**[]** balls = **new** Ball**[**NUMBER**];**  5:  6: **void** setup**()** **{**  7: size**(**1000**,** 800**);**  8: frameRate**(**50**);**  9: background**(**0**);**  10:  11: **float** angle = TWO\_PI / NUMBER**;**  12: **for** **(int** i = 0**;** i < NUMBER**;** i++**)** **{**  13: **float** addx = cos**(**angle \* i**);**  14: **float** addy = sin**(**angle \* i**);**  15: balls**[**i**]** = **new** Ball**(**  16: width / 2 + addx \* 50**,** height / 2 + addy \* 50**,**  17: SPEED \* addx + 1**,** SPEED \* addy + 1**,** i**,** balls**);**  18: **}**  19: **}**  20:  21: **void** draw**()** **{**  22: *//background(0);*  23: fadeToBlack**();**  24:  25: **for** **(int** i = 0**;** i < NUMBER**;** i++**)** **{**  26: balls**[**i**].**clearVector**();**  27: **}**  28: **for** **(int** i = 0**;** i < NUMBER**;** i++**)** **{**  29: Ball ball = **(**Ball**)** balls**[**i**];**  30: ball**.**collide**();**  31: ball**.**move**();**  32: ball**.**draw**();**  33: **}**  34: **}**  35:  36: **class** Ball  37: **{**  38: **float** x**,** y**;**  39: **float** vx**,** vy**;**  40: PVector target = **new** PVector**();**  41: PVector impulse = **new** PVector**(**1**,** 1**);**  42: **int** id**;**  43: Ball**[]** others**;**  44:  45:  46: Ball**(**  47: **float** \_x**,** **float** \_y**,** **float** \_vx**,** **float** \_vy**,** **int** \_id**,** Ball**[]** \_others**)** **{**  48: x = \_x**;**  49: y = \_y**;**  50: vx = \_vx**;**  51: vy = \_vy**;**  52: id = \_id**;**  53: others = \_others**;**  54: **}**  55:  56: **void** move**()** **{** | 10: **float** SPEED = 5**;**  16: **float** R = 10**;**  22: **int** NUMBER = 17**;** 28: Ball**[]** balls = **new**  Ball**[**NUMBER**];**  40: **void** setup**()** **{**  46: size**(**250**,** 250**);**  52: frameRate**(**20**);**  58: background**(**0**);**  59:  70: **float** angle = TWO\_PI / NUMBER**;**  76: **for** **(int** i = 0**;** i < NUMBER**;** i++**)** **{**  82: **float** addx = cos**(**angle \* i**);**  88: **float** addy = sin**(**angle \* i**);**  94: balls**[**i**]** = **new** Ball**(**  100: width / 2 + addx \* 50**,** height / 2 + addy \* 50**,**  106: SPEED \* addx + 1**,** SPEED \* addy + 1**,** i**,** balls**);**  112: **}**  118: **}**  1  130: **void** draw**()** **{**  136: *//background(0);*  142: fadeToBlack**();**  143:  154: **for** **(int** i = 0**;** i < NUMBER**;** i++**)** **{**  160: balls**[**i**].**clearVector**();**  166: **}**  172: **for** **(int** i = 0**;** i < NUMBER**;** i++**)** **{**  178: Ball ball = **(**Ball**)** balls**[**i**];**  184: ball**.**collide**();**  190: ball**.**move**();**  196: ball**.**draw**();**  202: **}**  208: **}**  209  220: **class** Ball  226: **{**  232: **float** x**,** y**;**  238: **float** vx**,** vy**;**  244: PVector target = **new** PVector**();**  250: PVector impulse = **new** PVector**(**1**,** 1**);**  256: **int** id**;**  262: Ball**[]** others**;**  263:  264:  280: Ball**(**  286: **float** \_x**,** **float** \_y**,** **float** \_vx**,** **float** \_vy**,** **int** \_id**,** Ball**[]** \_others**)** **{**  292: x = \_x**;**  298: y = \_y**;**  304: vx = \_vx**;**  310: vy = \_vy**;**  316: id = \_id**;**  322: others = \_others**;**  328: **}**  329:  340: **void** move**()** **{**  346: |

玉のスピード、大きさ、色、数。

枠。　　変更した。

引用<http://www.openprocessing.org/sketch/95697>

