from turtle import Turtle

class Ball(Turtle):

def \_\_init\_\_(self):

super().\_\_init\_\_() #super() is used to call the parent class

self.shape("circle")

self.color("white")

self.penup()

self.x\_move = 10

self.y\_move = 10

self.move\_speed = 0.1

def move(self):

new\_x = self.xcor() + self.x\_move

new\_y = self.ycor() + self.y\_move

self.goto(new\_x, new\_y)

def bounce\_y(self):

self.y\_move \*= -1

self.increase\_speed()

def bounce\_x(self):

self.x\_move \*= -1

self.increase\_speed()

def reset\_position(self):

self.goto(0,0)

self.x\_move = 10 # Reset to initial x speed

self.y\_move = 10 # Reset to initial y speed

self.move\_speed = 0.1 # Reset speed

def increase\_speed(self):

self.x\_move \*= 1.1

self.y\_move \*= 1.1