int vx=100;

int posx;

boolean rebote=false;

public void setup() {

size(640, 360);

background(0);

posx=width/2;

fill(255);

rect(posx, height/2, 10, 10);

}

public void draw() {

delay(vx);

if ((posx>=width) || (posx<=0)){

rebote=!rebote;

}

if (rebote==false){

posx=posx+10;

}

if (rebote==true){

posx=posx-10;

}

background(0);

rect(posx, height/2, 10, 10);

println(posx);

}