int vx=5;

int posx;

int lado=40;

boolean rebote=false;

public void setup() {

size(360, 360);

background(0);

posx=width/2;

fill(255);

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

}

public void draw() {

//delay(vx);

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

vx=(-1)\*vx;

}

posx=posx+vx;

background(0);

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

//println(posx);

}