```
class Ball(GameObject):
    def __init__(self, canvas, x, y):
        self.radius = 10
        self.direction = [1, -1]
        # increase the below value to increase the speed of ball
        self.speed = 5
        item = canvas.create_oval(x-self.radius, y-self.radius,
                                  x+self.radius, y+self.radius,
                                  fill='white')
        super(Ball, self).__init__(canvas, item)

    def update(self):
        coords = self.get_position()
        width = self.canvas.winfo_width()
        if coords[0] <= 0 or coords[2] >= width:
            self.direction[0] *= -1
        if coords[1] <= 0:
            self.direction[1] *= -1
        x = self.direction[0] * self.speed
        y = self.direction[1] * self.speed
        self.move(x, y)

    def collide(self, game_objects):
        coords = self.get_position()
        x = (coords[0] + coords[2]) * 0.5
        if len(game_objects) > 1:
            self.direction[1] *= -1
        elif len(game_objects) == 1:
            game_object = game_objects[0]
```

```
    coords = game_object.get_position()
    if x > coords[2]:
        self.direction[0] = 1
    elif x < coords[0]:
        self.direction[0] = -1
    else:
        self.direction[1] *= -1

for game_object in game_objects:
    if isinstance(game_object, Brick):
        game_object.hit()
```