N220

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Week 5 assignment.

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Problem statement: create balls from a blueprint and make them bounce of the walls.

1. Set up environments.
   1. Setup(),
      1. Create canvas with width and height.
      2. Instantiate new balls from ball class (this one is after create ball class)
   2. Draw(), where everything is executed here.
2. Create ball class in a separate file.
   1. Start with class keyword following by the name of class.
   2. Create constructor for class that hold instance of objects.
      1. Use this keyword to create variables.
3. Create an empty array that hold objects for later use.
4. Create new balls inside setup() based on the blueprint just created.
   1. Using loop to create new objects and then push those objects to the empty array.
5. Inside draw(), set background color.
6. Using loop to draw balls on screen, make them move and make them bounce. Using the ball objects that are held inside the array to call these methods.
   1. Go to ball class, create a method called showBalls.
      1. . Inside this method, create circle by using the value of positonx, y and radius.
      2. Call this method inside a for loop that is inside of draw()
   2. Now, make all the balls move.
      1. Go back to ball class, create a method call moveBalls.
      2. Inside this method, increase the speed of x and y axis.
      3. Then go back to draw(), call this method inside the for loop.
   3. Now, make all the ball bounce off the walls.
      1. Go back ball class, create test cases using if statement and else if.
      2. Call this method inside for loop inside draw().