



**Class:** `BeatingHeart.java`

**Prerequisites:** Java ACM Task Force, loops (inner loop), if/else, graphics

**Description:** Write a program that draws a ball (whichever colour you want) centered in the screen with an initial radius of 10. Then, continuously enlarge your ball's radius until it reaches the walls (bounds) of your screen. Once it touches the walls, then, continuously shrink your ball to the original size. Continue to do so infinitely.

**Hints:**

- You can use `pause_time` of 100 to see how your ball is enlarging/shrinking
- You can make use of the following two methods from the ACM library:

`setSize(double width, double height)`: Changes the size of the object to the specified width and height

`setBounds(double x, double y, double width, double height)`: changes the bound of the object as specified by the individual parameters

## Sample Run:

