Bouncing Ball (1 class)

PURPOSE:

TASK:  Define a new class called Ball.  A Ball, like a fish, needs to keep track of its x and y position.  It also needs to keep track of its speed in the x and y directions.  A Ball also needs to know its radius (for drawing and for collision calculations).

Instead of a swim function, your Ball will have a move function which moves the ball a single step and checks for collisions with the walls.  If it collides with a wall, its speed should change.

Use your fish program as a reference for creating your bouncing ball program.  Your ball should appear at a random location each time you run the program.