//12

//Write a java program to generate a single ball bouncing inside a JPanel

import java.awt.\*;

import java.applet.\*;

/\* <applet code=BallBounce width=600 height=700>

</applet> \*/

public class BallBounce extends Applet implements Runnable

{

int stpx=200,stpy=200,x=100,y=100,i=0;

Thread t;

public void init()

{

t=new Thread(this);

setBackground(Color.gray);

setForeground(Color.yellow);

setFont(new Font("Chiller",Font.BOLD,30));

t.start();

}

public void run()

{

try

{

for(;;)

{

if(stpy==200)

i=0;

repaint();

Thread.sleep(20);

if(stpy==500)

i=1;

}

}

catch(Exception e){ }

}

public void paint(Graphics g)

{

if(i==0)

{

g.setColor(Color.cyan);

g.drawString("cyan",200,160);

g.fillOval(stpx,stpy,x,y);

stpy+=5;

}

if(i==1)

{

g.setColor(Color.pink);

g.drawString("pink",225,650);

g.fillOval(stpx,stpy,x,y);

stpy-=5;

}

}

}

OUTPUT:



