

```
var verticalLabelLimit = 0;
var verticalLabelMargin = 5;
function moveLabelVertically(i, angle, height, y){
    var delta = i === 0 ? -1 * verticalLabelMargin: 0;
    var upper = angle >= (3/2 * Math.PI) || (angle <= Math.PI/2);
    var collision = upper ?
y + height + verticalLabelMargin >= verticalLabelLimit :
y <= verticalLabelLimit;
    // Negative value moves the object up
    if(collision && i > 0)
        delta = upper ?
            verticalLabelLimit - (y + height + verticalLabelMargin) :
            verticalLabelLimit - y; // positive to move it down
    // Add the height and the margin plus possible delta.
    verticalLabelLimit = upper ?
        y + delta : y + height + verticalLabelMargin + delta;
    return delta;
}
```