* var ball,img,paddle;
* function preload() {


* paddle=loadImage("paddle.png");
* ball=loadImage("ball.png");


* }
* function setup() {
* createCanvas(400, 400);
* ball=createSprite(200,200,12,12);
* paddle= createSprite(390,200,10,70)
* ball.addImage=("ball.png")
* paddle.addImage=("paddle.png")

* ball.velocityX=9;
* ball.velocityY=8;
* /\* give the ball an initial velocity of 9 in the X direction \*/
* }
* function draw() {
* background(205,153,0);
* edges=createEdgeSprites;
* ball.bounceOff(edges[0]);
* ball.bounceOff(edges[1]);
* ball.bounceOff(edges[2]);
* ball.bounceOff("paddle");
* /\* Allow the ball sprite to bounceOff the left, top and bottom edges only, leaving the right edge of the canvas to be open. \*/
* /\* Allow the ball to bounceoff from the paddle \*/
* /\* Also assign a collision callback function, so that the ball can have a random y velocity, making the game interesting \*/
* /\* Prevent the paddle from going out of the edges \*/

* if(keyDown(UP\_ARROW))
* {
* paddle.velocityY=-6;
* }
* if(keyDown(DOWN\_ARROW))
* {
* paddle.velocityY=6; }
* drawSprites();
* }
* function randomVelocity()
* {
* /\* this function gets called when the ball bounces off the paddle \*/
* /\* assign the ball a random vertical velocity, so it bounces off in random direction \*/
* }