Bouncing Balls

23.10 (Bouncing Ball) Write a program that uses the JavaFX threading techniques introduced in this chapter to bounce blue ball inside a Pane. The ball should begin moving in a random direction from the point where the user clicks the mouse. When the ball hits the edge of the Pane, it should bounce off the edge and continue in the opposite direction.

23.11 (Bouncing Balls) Modify the program in Exercise 23.10 to add a new ball each time e clicks the mouse. Provide for a minimum of 20 balls. Randomly choose the color for each new ball

1. 使用JavaFX threading techniques
2. 求會從鼠標點擊後隨機往任意方向移動
3. 碰到邊緣反彈繼續移動
4. 增加一個新的球 給予隨機顏色，至少20個球

待修改

1. 刪除不要的東西
2. readme
3. 改變變數
4. 新增淡化背景
5. 用寶貝球