```java
1    public class BallPanel extends JPanel
2    {
3        private final int      MAX_BALLS    = 20;                    // maximum number of balls
4        private Ball[]         balls        = new Ball[MAX_BALLS];   // array to hold the balls
5        private int            ballCount    = 0;                     // current number of balls
6
7        // create a ball and set it in motion if no ball exists
8        private void createBall(MouseEvent event)
9        {
10           // if ( blueBall == null ) // if no ball exists
11           if (ballCount < MAX_BALLS)
12           {
13               int x = event.getX(); // get x position of mouse press
14               int y = event.getY(); // get y position of mouse press
15               balls[ballCount] = new Ball(parent, x, y); // create new ball
16               threadExecutor.execute(balls[ballCount++]); // set ball in motion and increment count
17           } // end if
18       } // end method createBall
19
20       // draw ball at current position
21       public void paintComponent(Graphics g)
22       {
23           super.paintComponent(g);
24
25           // Loop through all the existing balls.
26           for (int ballIndex = 0; ballIndex < ballCount; ballIndex++)
27           {
28               g.setColor(balls[ballIndex].getColor()); // Sets color.
29
30               // draw ball
31               g.fillOval(balls[ballIndex].getX(), balls[ballIndex].getY(), 10, 10);
32           } // end if
33       } // end method paintComponent
34   } // end class BallPanel
```