# **Make ball bounce up and down**

var circley = 0;

var speed = 5;

function setup() {

createCanvas(400, 400);

}

function draw() {

background(220);

fill(255, 255, 0);

ellipse(180, circley, 100, 100); // Draw yellow ellipse

if(circley>height)

speed=-5

circley=circley+speed

if(circley<= 0)

speed=5

circley=circley+speed

}

# **Changing the speed of the ball bounce when it touches the top**

var circley = 0;

var speed = 1;

function setup() {

createCanvas(400, 400);

}

function draw() {

background(220);

fill(255, 255, 0);

ellipse(180, circley, 100, 100); // Draw yellow ellipse

if(circley>height)

speed=-5

circley=circley+speed

if(circley<= 0)

speed=50

circley=circley+speed

}