

Bouncing Ball in MonoGame: (make classes)

New Project --> MonoGame --> Windows -->Game -->ok

Right click --> add -->new class -->call it (Sprite):

```
Texture2D texture;
Rectangle rectangle;
Public Sprite (Texture2D newTexture, Rectangle newRectangle)
{
    texture=newTexture;
    rectangle= newRectangle;
}

Public void Update()
{
}
Public void Draw(SpriteBatch spriteBatch)
{
    spriteBatch.Begin();
    spriteBatch.Draw(texture,rectangle, Color.White);

    spriteBatch.End();
}
```

The class above provides the possibility to add any texture (sprite) inside the Game1.cs class without the need to define texture and rectangle for each individually.

Go back to Game1.cs and add Sprite class as a variable ball

```
Sprite ball;
```

In loadContent:

```
ball=new Sprite(Content.Load<Texture2D>("image"), new
Rectangle(10,10,100,100));
```

in Game1.cs in Draw:

```
spriteBatch.Begin();
ball.Draw(spriteBatch);
spriteBatch.End();
```