Smileybonce program flow diagram

initialize game

keepGoing is true — No → Quit Game

Yes

CheckEvent

Draw the smile pic

Update picX,picY by spped

update speedX,speedY

Draw screen with bg and pic

Update the screen display
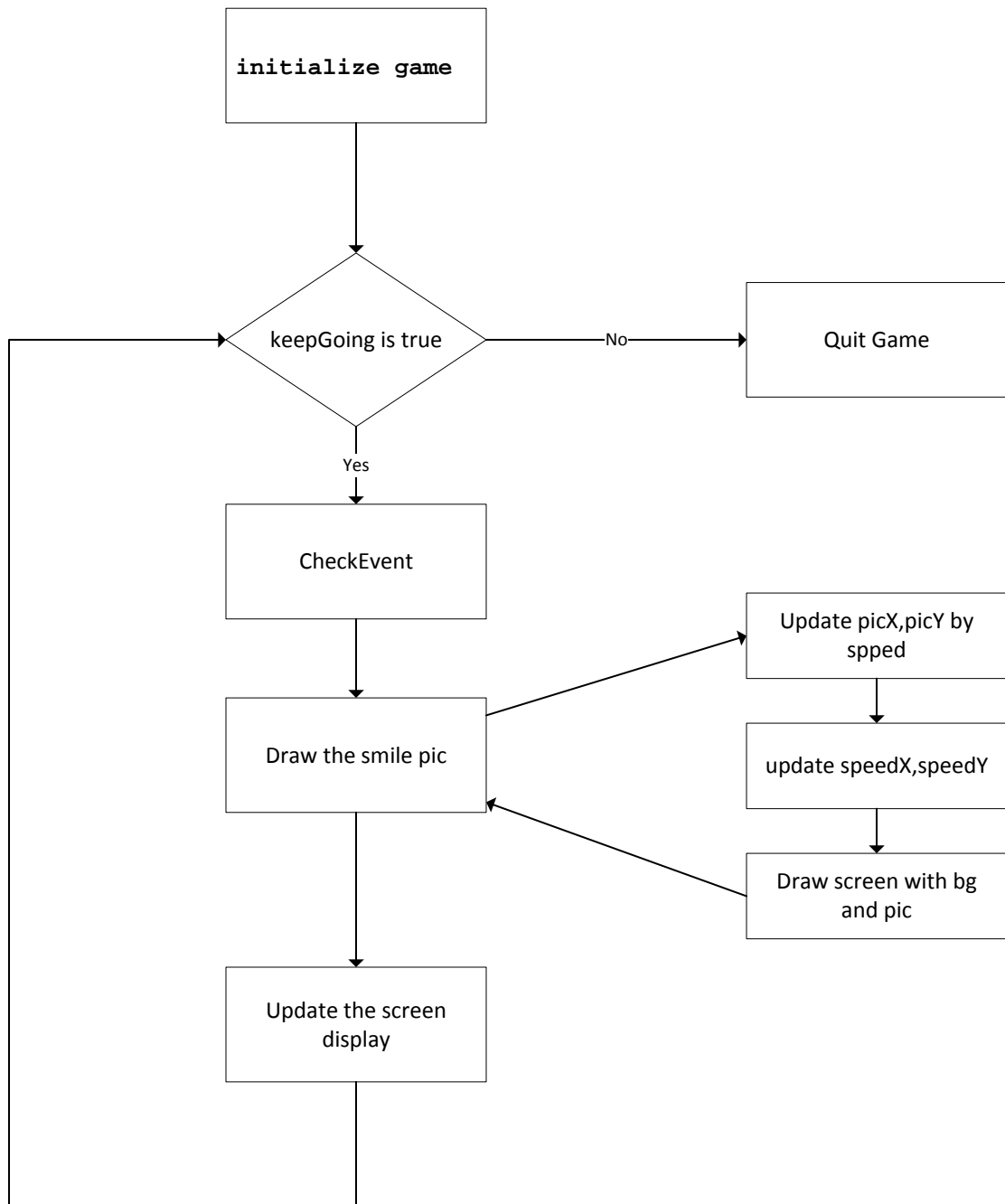
SmileyPong game program flow

initialize game

keepGoing is true

No → Quit Game

Yes

CheckEvent

Draw the smile pic

Draw the paddle

Check for paddle bonce

Check if game is over and Draw text on screen

Update the screen display