BOUNCING BALL

board is a [][]bool slice

When an element is false; print an empty cell

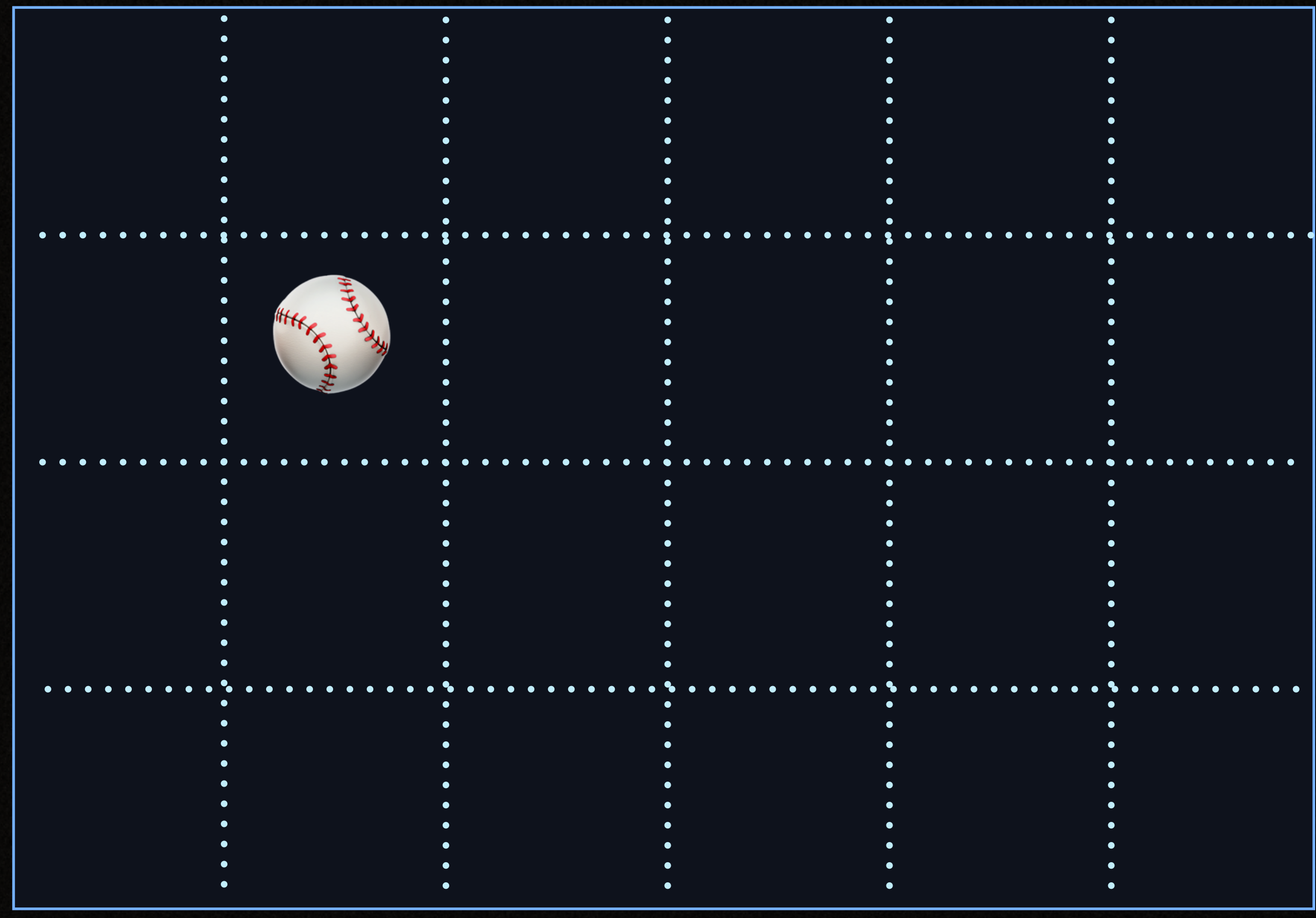
X Y

board[0][0] = true

When an element is true; print the ball on that position

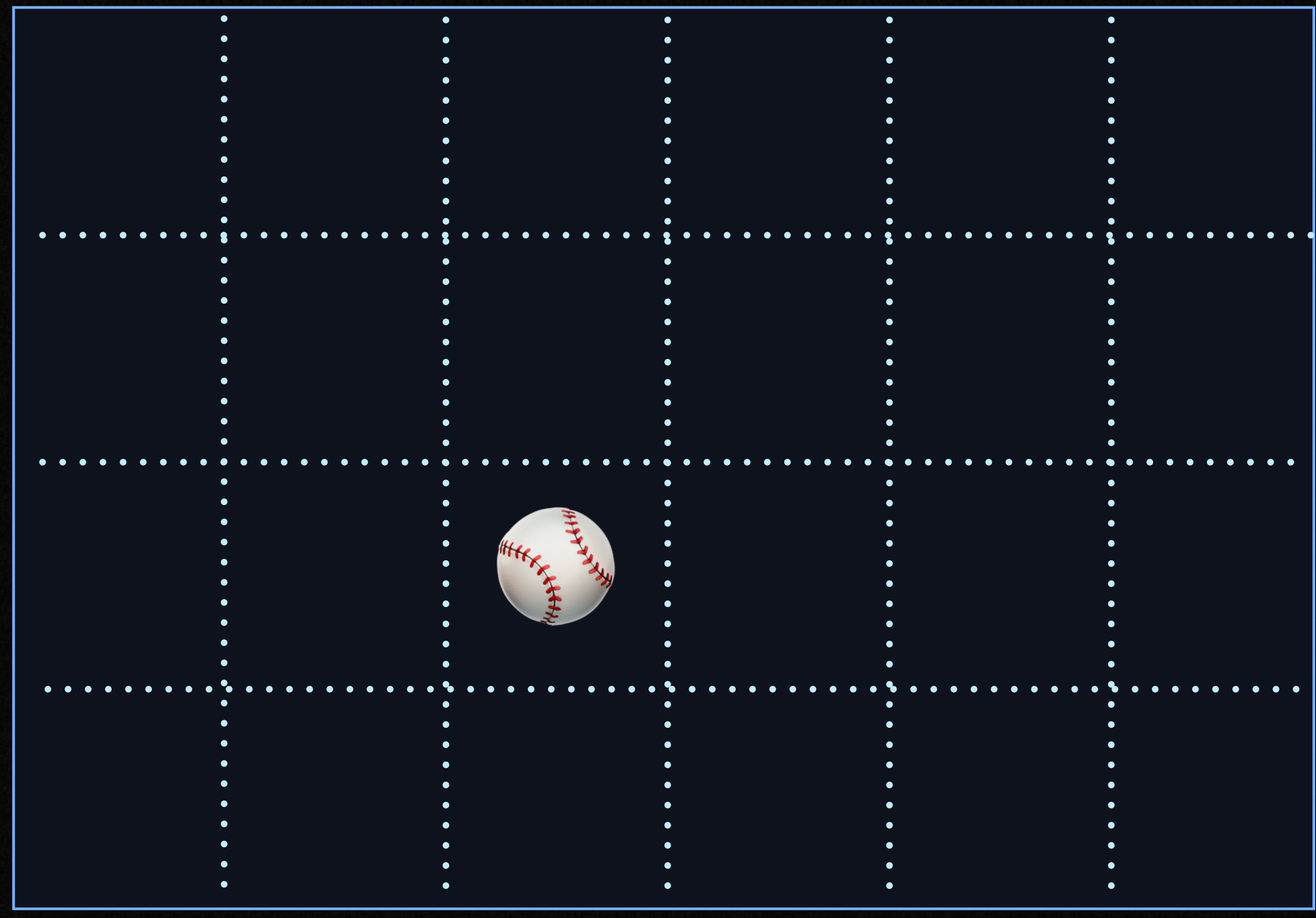
board[1][1] = true

The program starts animating the ball



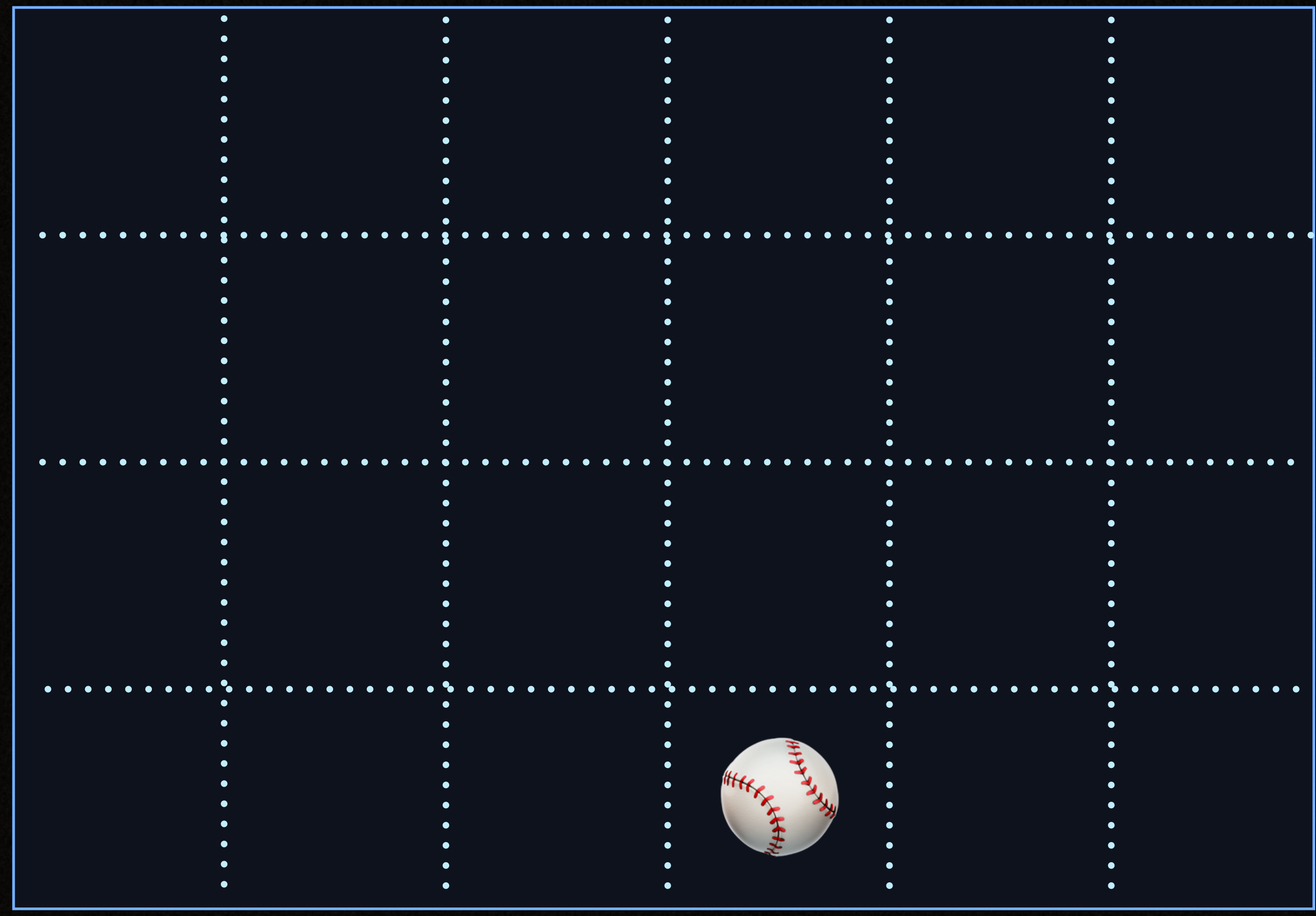
board[2][2] = true

The other elements become false; there is only one element that becomes true



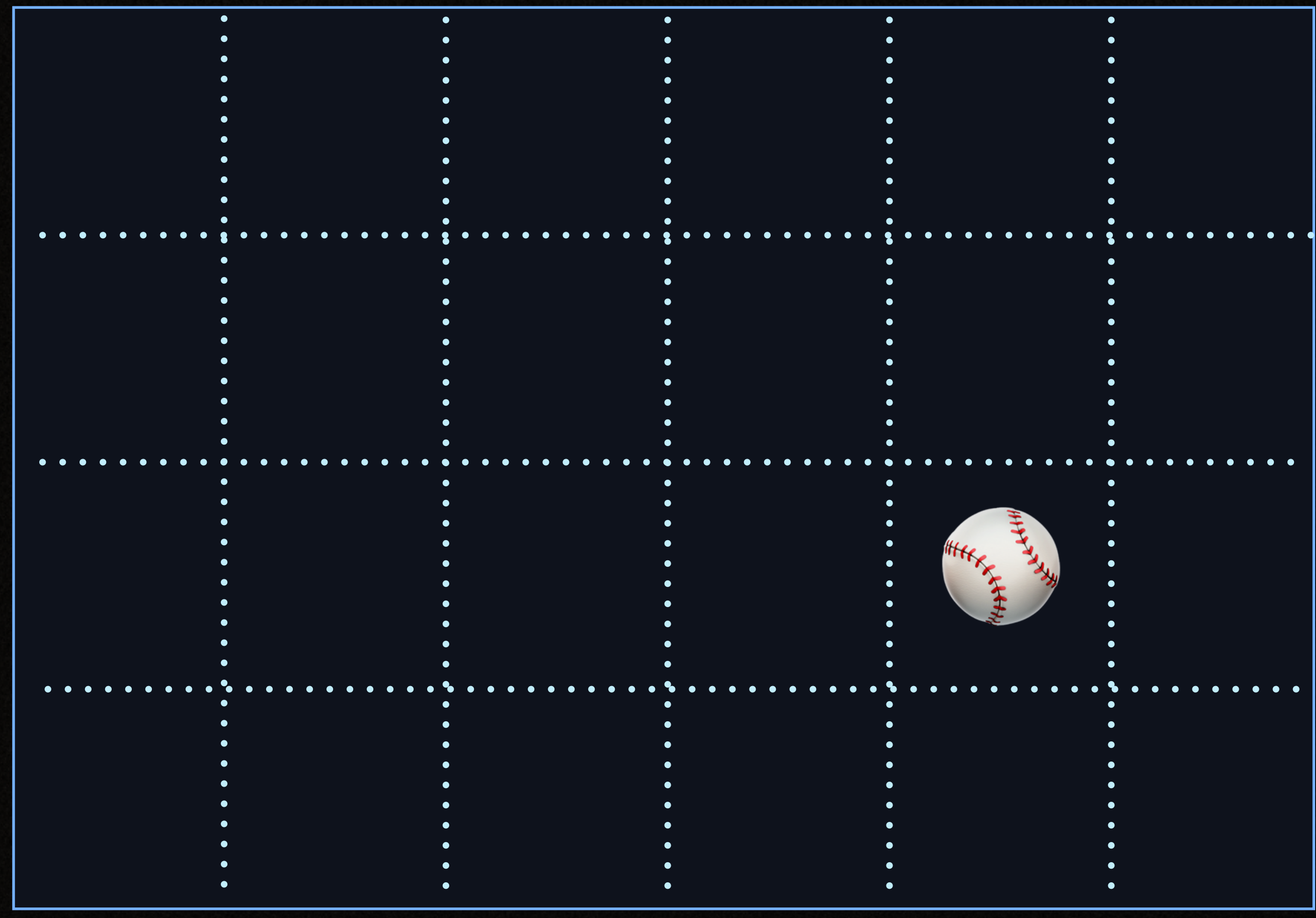
board[3][3] = true

When the ball hits an edge; it should bounce



board[4][2] = true

The program reverses only the Y-direction of the ball

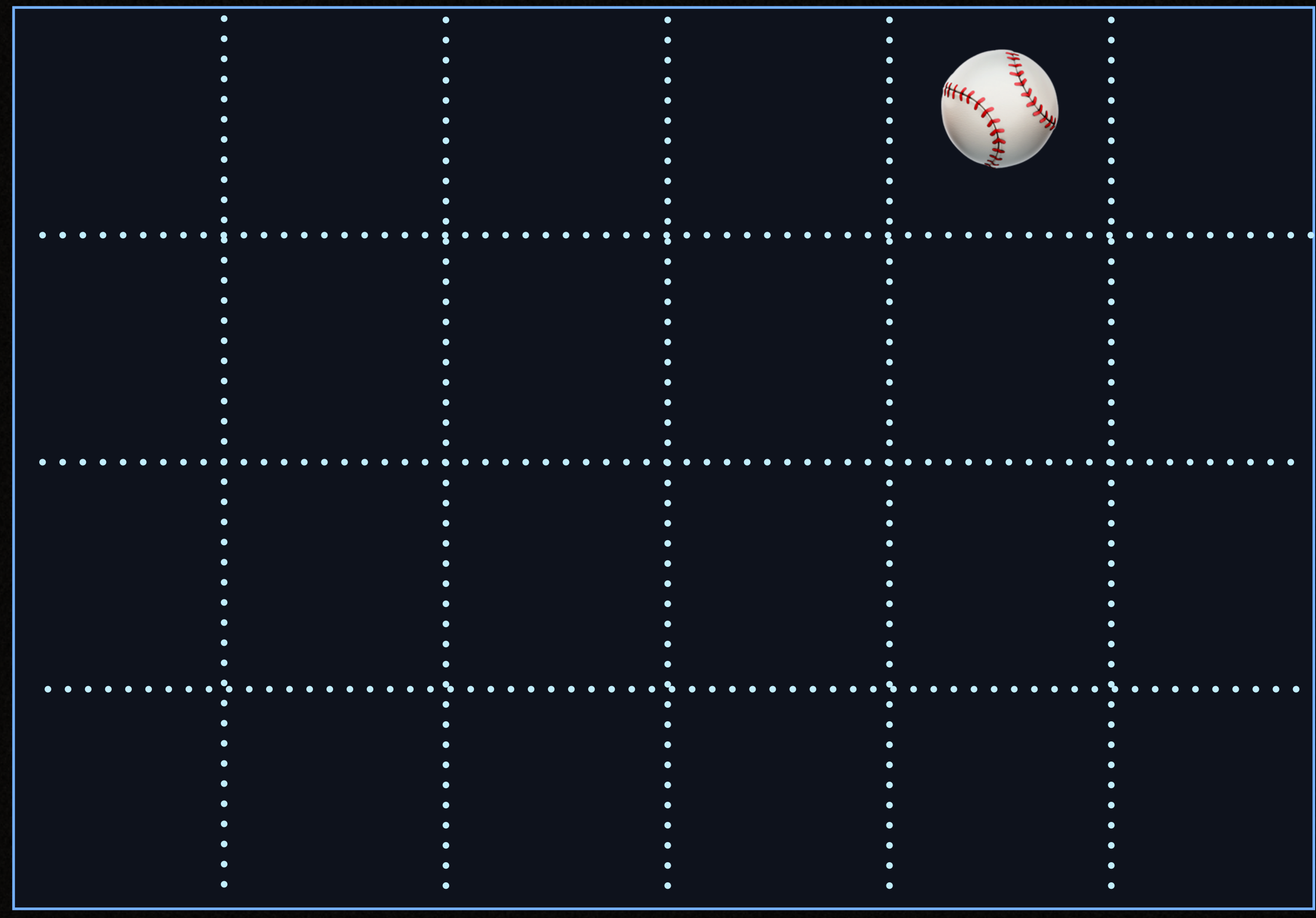


board[5][1] = true

When the ball hits an edge; it should bounce

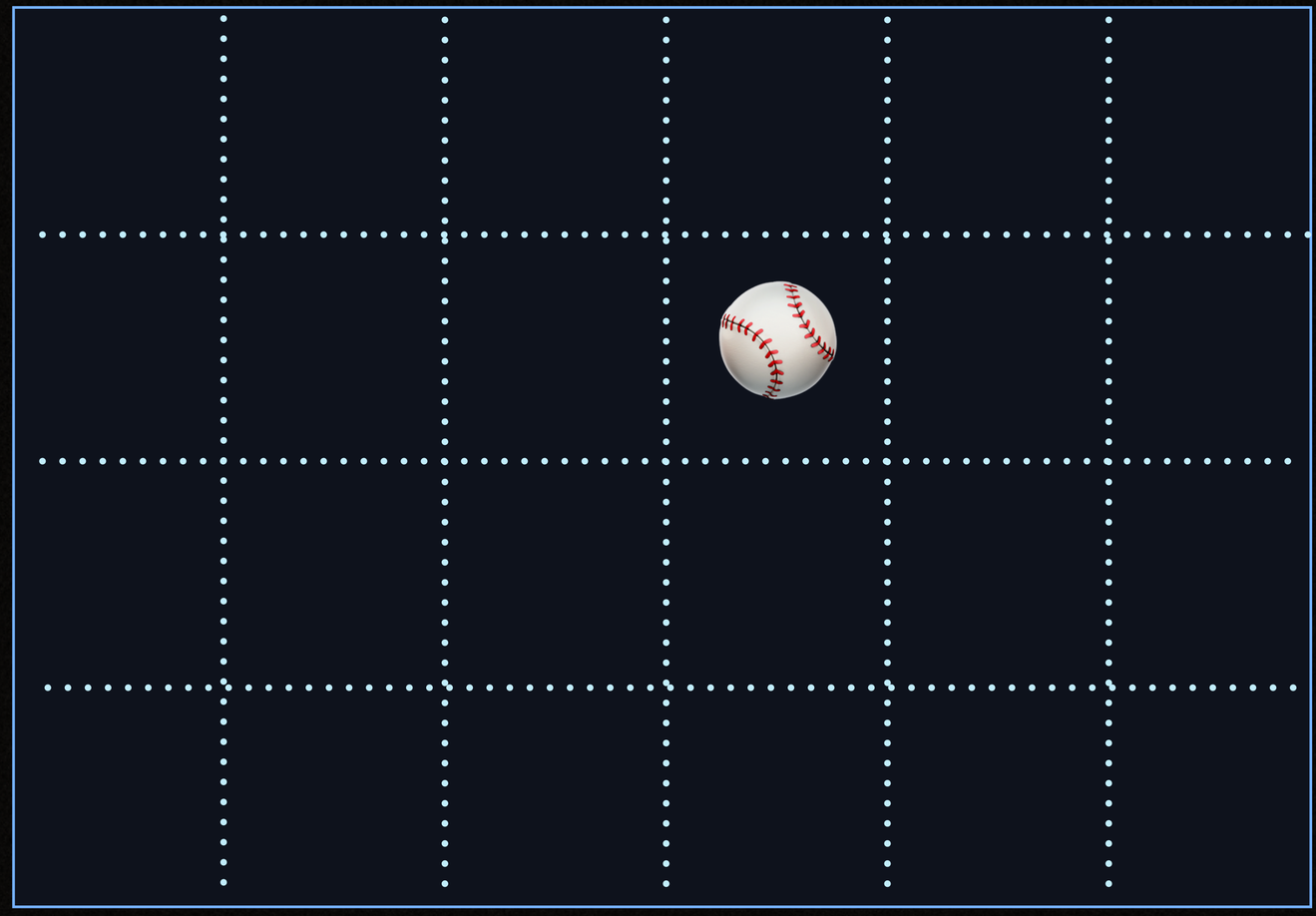
board[4][0] = true

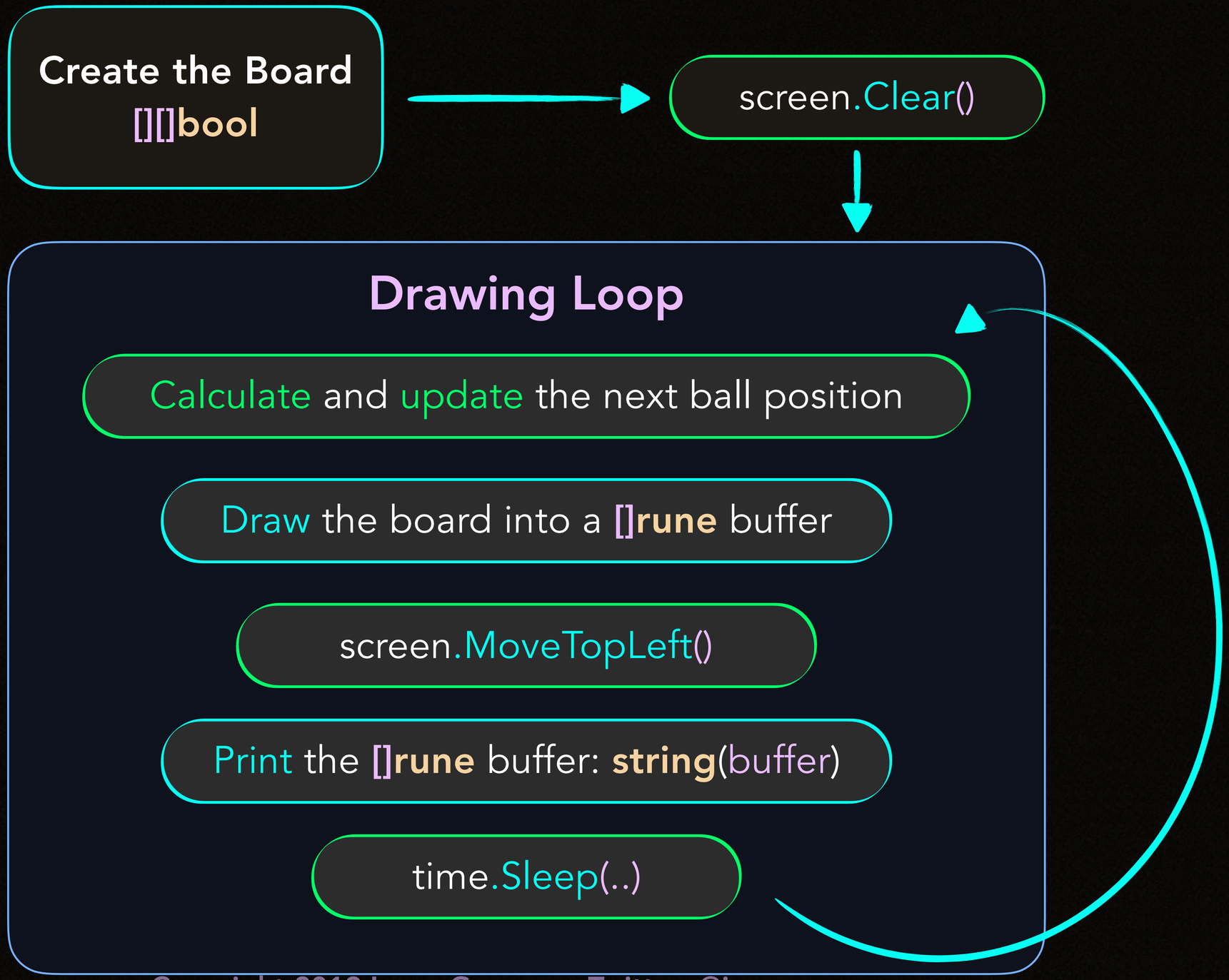
The program reverses only the X-direction of the ball



board[3][1] = true

The program reverses only the Y-direction of the ball





Check out
the next lecture
for
the instructions

TWEET

and let me know about your progress

@inancgumus