Ball- Simulation

Index.html:

```html
<!DOCTYPE html>

<html>

<head>
  <meta charset="utf-8">
  <title>Simulation - ball movement</title>
</head>

<body>
  <p>Refresh this page to see your code changes in action</p>
  <!-- YOUR CODE STARTS HERE -->
  <div
      id="ball"
      style="z-index:5;
      position:absolute;
      top:200px;
      left:0px;
      top:200px;
      width:100px;
      height:100px;
      border-radius:50%;
      background:lightseagreen">
      </div>
      <div id="ball2"
      style="z-index: 5;
      position:absolute;
      top:200px;
      right:0px;
      top:200px;
      width:100px ;
      height: 100px;
      border-radius: 50%;
      background-color:red"></div>
```

```html
  <!-- YOUR CODE ENDS HERE -->
</body>
<!-- DO NOT EDIT PAST THIS POINT -->
<script src="./ball.js"></script>

</html>
```

Ball.js:

```javascript
    //Set global variable that would contain the position, velocity and the
html element "ball"


var velocity = 100;
var positionX = 0;
var reverse = false;
var ball = document.getElementById('ball');
var ball2 =document.getElementById('ball2');
//write a function that can change the position of the html element "ball"
function moveBall() {
  // two fixed x-axis coordinates (you will use these variable in step 3)
  var Xmin = 0;
  var Xmax = 1180;

  if(reverse){
    positionX = positionX - velocity;
    ball.style.left = positionX + 'px';
    ball2.style.right = positionX + 'px';
  }
  else{
    positionX = positionX + velocity;
    ball.style.left = positionX + 'px';
    ball2.style.right = positionX + 'px';

  }
  if(positionX > Xmax || positionX === Xmin){
    reverse = !reverse;
  }

}

//ball.style.top = positionX + 'px';
//ball.style.left = positionY + 'px';
```

```
// This call the moveBall function every 100ms
setInterval(moveBall, 50);
```

OUTPUT: