Assignment # 6

Modern Programming Languages

Due Date: Wednesday, 19 April, 2017

**Question 1:**

Write an app that draws a bouncing red ball and a Green Rectangle (pan).

* Draw a circle where user touches down on the drawing view.
* This would require you to keep track when onTouchevent is triggered
* The ball moves in the x/y dimensions.
* The Rectangle (pan) moves only in horizontal direction.
* If the ball hits (intersects with) the rectangle it moves back (upwards).

In case ball misses the rectangle and touches the maximum height of the canvas, then it reappears from the start of the canvas.

– Background color: yellow

– Ball color: red

– Ball radius: 10

