const Engine = Matter.Engine;

const World = Matter.World;

const Bodies = Matter.Bodies;

const Body = Matter.Body;

var paperobj;

var ground;

var dustbin1;

var world,engine;

function preload()

{

}

function setup() {

createCanvas(1600,700);

engine = Engine.create();

world = engine.world;

//Create the Bodies Here.

paperobj = new paper(200,450,40);

ground = new Ground(width/2,670,width,20);

dustbin1 = new Dustbin(1200,650);

Engine.run(engine);

}

function draw() {

rectMode(CENTER);

background(0);

paperobj.display();

ground.display();

dustbin1.display();

}