```
 1 class Ball {
 2     constructor (x,y) {
 3         this.x = x;
 4         this.y = y;
 5         this.dy = 0;
 6         this.dx = 0;
 7         this.img = new Image();
 8         this.img.src = "png/ball.png";
 9         this.pic = 0;
10         this.width = c/4;
11         this.height = this.width;
12     }
13
14     update() {
15         this.dy = Math.min(this.dy + gravity, 10);
16         this.y += this.dy;
17         this.jumping = true;
18         bricks.forEach((brick)=> {
19             if ((brick.x <= this.x && this.x < brick.x +
   brick.height) ||
20                 (brick.x <= this.x + this.width && this.x
   + this.width < brick.x + brick.height)) {
21                 if ((this.y + this.height > brick.y) && (
   this.y - this.dy + this.height <= brick.y)) {
22                     this.y = brick.y - this.height;
23                     this.dy = - this.dy/1.1;
24                 }
25             }
26         });
27         this.dx = this.dx / 1.03;
28         this.x += this.dx;
29         bricks.forEach((brick) => {
30             if ((brick.y <= this.y) && (this.y <= brick.y
   + brick.height)) {
31                 if ((this.x + this.width >= brick.x) && (
   this.x + this.width - this.dx < brick.x))
32                     this.dx = -this.dx / 1.1;
33                 if ((this.x <= brick.x + brick.width) && (
   this.x - this.dx > brick.x + brick.width))
34                     this.dx = -this.dx / 1.1;
35             }
36         })
37     }
38
39     draw () {
```

```
40          ctx.drawImage(this.img,this.x, this.y, this.width,
    this.height);
41      }
42  }
```