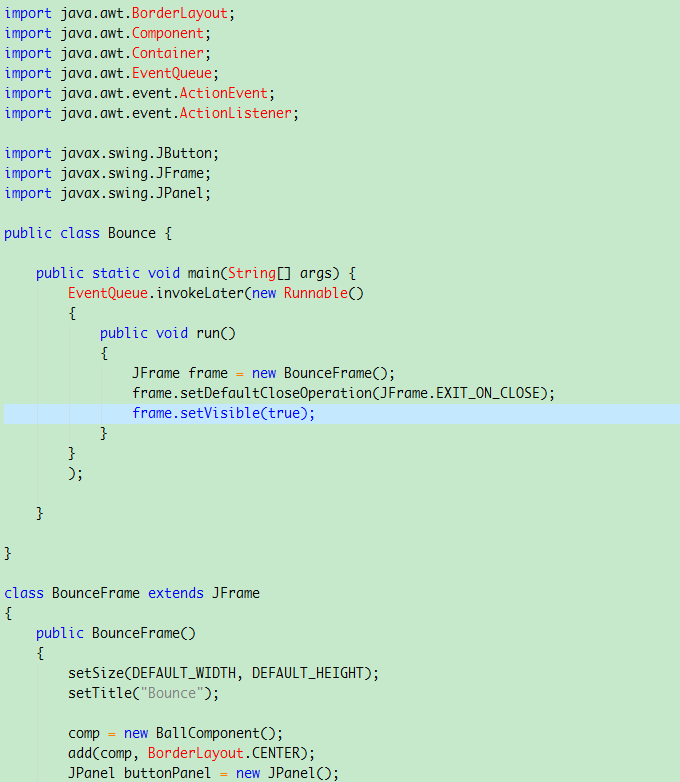
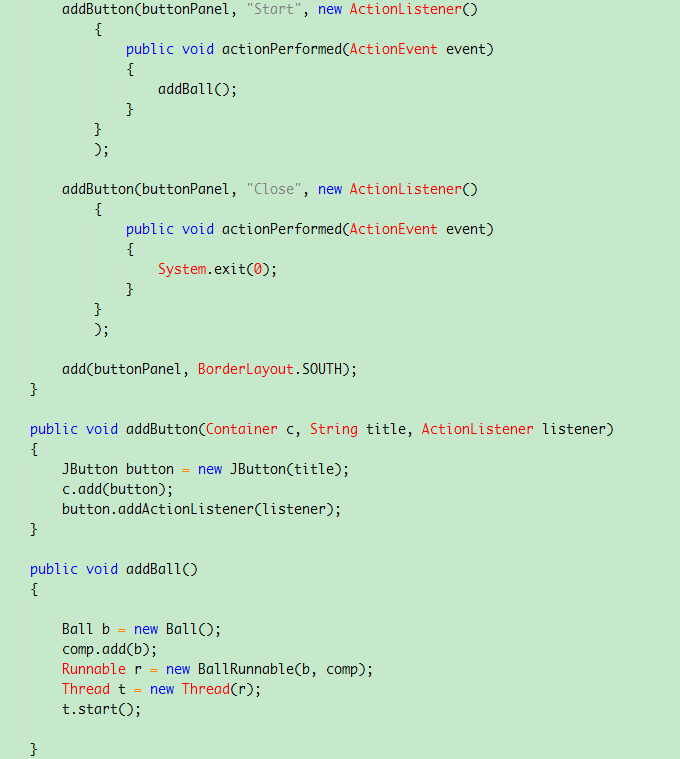
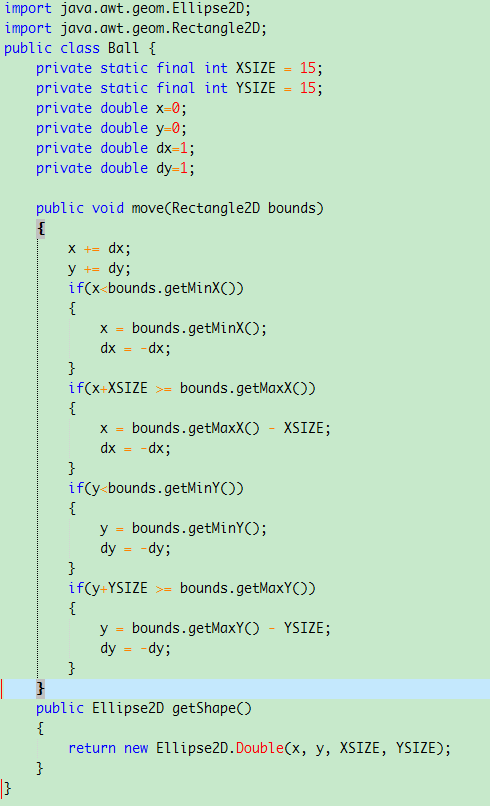
Bounce.java







Ball.java



BallComponent.java

