

PGSS - Programming Lab
Task 2C Bouncing

_____ You should probably save Task2B as Task2C and delete the unwanted code.

Bouncing is motion that keeps the figure on the screen moving back and forth between the two opposite walls. When the figure reaches a wall, its motion is reversed so it begins to move back towards the opposite wall. This will be demonstrated in class.

We **Strongly** urge you to do one direction at a time. There is a learning curve involved. If you figure out how to do vertical wrapping, the horizontal wrapping should take much less time. Solve as small a problem as practical at one time when you are coding. Sorta' like a controlled experiment with one unknown.

_____ If necessary add or delete any needed float variables as demonstrated in class. Do not initialize them.

_____ In the setup() function, initialize these float variable to reasonable random values.

In draw, your code from Task2A should change the position of the figure and draw it, You need to edit the code that does the changing

_____ The test to see if the figure is too far to one side works but what happens when it is too far must change. Instead of setting the location back to the opposite side, the code must change the side of the delta variable so the figure goes in the opposite direction.

_____ Once the figure gets to the opposite side, it will disappear unless you add more code to test to see if the figure has gone to far.

There are many ways to do this and not just ONE way. The staff will post their code on Open Processing some time before next class so you can see how they solve this problem.