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| cNAME: \_\_\_\_\_\_\_\_\_\_\_\_\_ | **Computer Programming** |
| Pong Ball Drop worksheet | **DATE: Wednesday, May 01, 2019** |

**Location:**

Every object has to have a \_\_\_\_ and a \_\_\_\_\_

Lets look at y – what is its original value? (Remember I asked for it to be in the middle of the screen).

Lets look at x – what is its original value? (Remember I asked for it to be in the middle of the screen).



**xSpeed:**

We are going to use an int xSpeed to represent how fast its moving on the x-axis.

If xSpeed is negative, what direction will it be going = \_\_\_\_\_\_

**Lets look at movement:**

If x is 125 and y is 50 as shown.

If xSpeed is 10 and ySpeed is 5, what would the new coordinates be?

What is the smallest xSpeed should be? \_\_\_\_\_\_

What is the largest xSpeed should be? \_\_\_\_\_\_

Are there any values xSpeed should NOT be? \_\_\_\_\_\_

Let s write this as an if statement:

**Bouncing**

When the ball gets to the top or bottom of the screen, have it bounce. What does this mean – what happens to these variables:

If x was moving up and right having these values:

x=100 y=0

xSpeed=10 ySpeed=-20

What would be the values after it bounces off the top wall?

Let’s write the bounce as if statements:

If the ball goes off the left or right side, the game starts over. What does start over mean? (Which variables change?)

Write this as an if statement?