## Art & Technology, 3rd Semester, Aalborg University Programming, 2010

## **Lecture 2: Variables and conditionals**

- 1. Modify the bouncing ball sketch so that the initial velocity is random.
- 2. Modify the bouncing ball sketch so that there are two balls bouncing around the space. (Assume that they can pass through each other!)
- 3. Modify the bouncing ball sketch so that the ball's motion is affected by a gravitational force pulling it downwards. (HINT: speed = speed + acceleration).
- 4. Modify the bouncing ball sketch so that you can drag the ball in a particular direction and then let it go so that it continues in the direction in which you have dragged at.
- 5. Modify the two-ball bouncing ball sketch that you made in question 2 so that the balls bounce off each other when they collide.