

```

import java.awt.*;
import java.util.*;
class Ball extends Thread // implements Runnable

{

    int x;
    int y;
    int size;
    Color c;
    Random gen =new Random();
    // Thread t=new Thread(this);

    public Ball(int x1, int y1, int size1, Color c1) {
        x=x1;
        y=y1;
        size=size1;
        c=c1;
        // t.start();
    }

    public void draw(Graphics g) {
        g.setColor(c);
        g.fillOval(x, y, size, size);
    }

    public void move() {
        System.out.println("move " + size);
        int flag=gen.nextInt(11);
        if( flag%2==0){
            x=x+ gen.nextInt(11);
            y =y+gen.nextInt(11);
        }
        else{
            x=x- gen.nextInt(11);
            y =y-gen.nextInt(11);
        }
    }

}

public void run() {
    try {

        for (int i = 1; i <= 300; i++) {
            move();
            System.out.println("Nu kör"+ c);
            sleep(100);
        }
    }
}

```

```

        }
    }
    catch (InterruptedException e) {
    }
}
}

```

```
import java.awt.*;
```

```
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.awt.event.WindowAdapter;
import java.awt.event.WindowEvent;
```

```
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JPanel;
```

```
public class BouncePrograme {
    public static void main(String[] args) {
        JFrame frame = new JFrame();
        JPanel canvas=new BounceCanvas();
        frame.add(canvas);
        frame.setSize(500,500);
        frame.setVisible(true);
    }
}

```

```
class BounceCanvas extends JPanel implements Runnable
{
    Ball b1 =new Ball( 200, 200, 30, Color.red);
    Ball b2 =new Ball( 250, 250, 50, Color.blue);
    Thread t =new Thread(this);

    public BounceCanvas ()
    {
        t.start();

        b1.start();
        b2.start();
    }
}

```

```
public void paintComponent ( Graphics g)
{
    super.paintComponent(g);
    System.out.println("PAINT");
    b1.draw(g);
    b2.draw(g);
}

public void run()
{
    try {
        for (int i = 1; i <= 500; i++) {
            Thread.sleep(100);
            repaint();
        }
    }
    catch (InterruptedException e) {
    }
}
}
```