

```
<?xml version="1.0" encoding="utf-8"?>
<!-- ballComponent.mxml -->
<mx:Image xmlns:mx="http://www.adobe.com/2006/mxml"
  source="../../../assets/blueball150x50.PNG" >

<mx:Script>
<![CDATA[
  private var vy:Number; //velocity in y
  private var bounceFactor:Number = 0.7;
  private var ay:Number = .5; //acceleration in y
  private var bottom:Number;

  public function setInitialConditions(x:Number, y:Number, vy:Number):void {
    this.x = x; this.y = y; this.vy = vy;
  }

  public function setBottomBounceLimit(b:Number):void{
    bottom=b;
  }

  public function advance( ):void {
    vy += ay; //Calculate velocity
    y += vy; //Calculate position

    if(y + height > bottom) {
      y = bottom - height;
      vy *= -1*bounceFactor;
    }
  }
]]>
</mx:Script>

</mx:Image>
```