

```
void setup()
{
  size(600,400);
}

float ballX = 200;
float ballY = 100;
float speedX = 10;
float speedY = 0;
int hit = 0;
int miss = 0;

void draw()
{
  if(mousePressed) { hit = 0; miss = 0; }
  float paddle = 1000/(hit+10);
  if(ballX < 0 || ballX > width) speedX = -speedX;
  if(ballY > height){
    speedY = -speedY;
    float distance = abs(mouseX - ballX);
    if(distance < paddle) hit += 1;
    else miss += 1;
  } else speedY += 1;

  ballX += speedX;
  ballY += speedY;

  background(100,200,50);
  fill(200,100,50);
  ellipse(ballX, ballY, 50, 50);
  fill(50,100,200);
  rect(mouseX-paddle,height-10, 2*paddle,10);

  fill(0);
  text("hit: " + hit, 10 ,20);
  text("miss: " + miss, 10, 40);
}
```