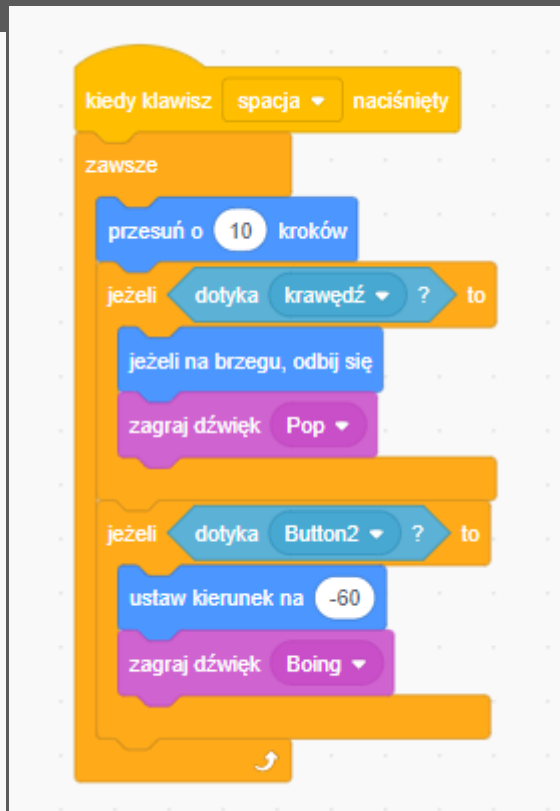


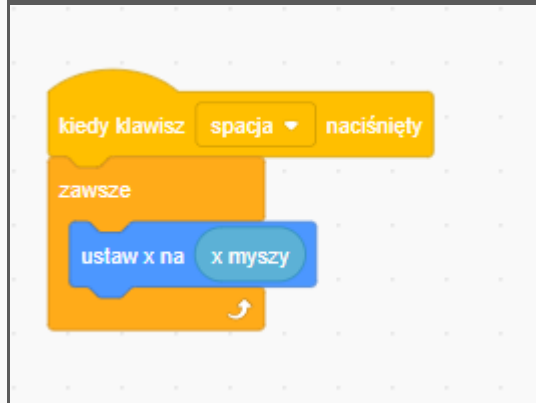
```
when green flag clicked
  always loop
    move 10 steps
    if touches edge?
      if on edge, bounce
      play sound Pop
    if touches Button2?
      set direction to 60
      play sound Boing
```

Piłka 1



```
when green flag clicked
  always loop
    move 10 steps
    if touches edge?
      if on edge, bounce
      play sound Pop
    if touches Button2?
      set direction to -60
      play sound Boing
```

Piłka 2



```
when green flag clicked
  always loop
    set x to x mouse
```

Rakietka