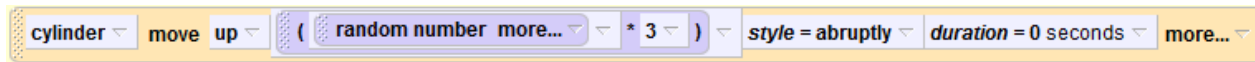
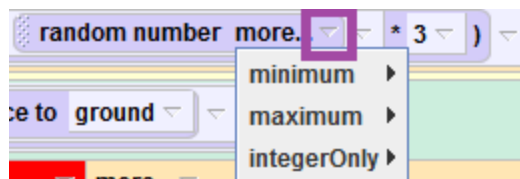


How the SetBallsColorRandomly method works

First - the cylinder moves up a random amount of meters. This number is then multiplied by 3:

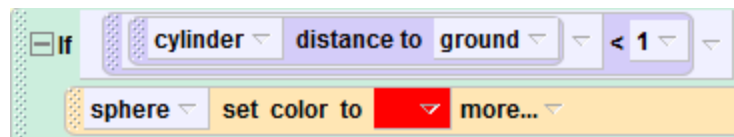


The random number is in the range 0-1. You can see this if you click on the arrow next to “random number more...”. There will be a “minimum” and “maximum” category for you to view:

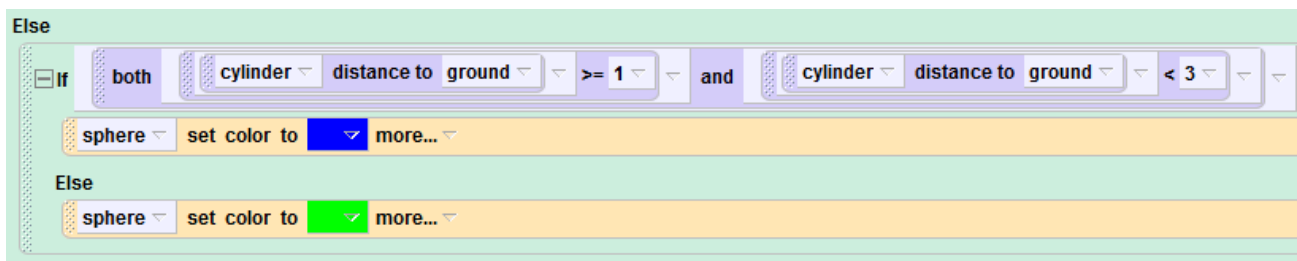


Since the random number is multiplied by three, the final number generated is in the range 0-3.

Second - An if statement checks if the random number generated is less than 1. If it is, the current sphere is assigned the color red.

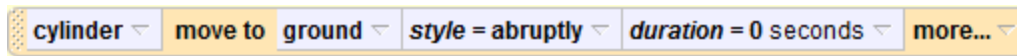


Else if the random number generated is between 1 and 3, the sphere will be blue. Else, the sphere's color will be green. However, this will never happen because the random number's range is 0-3.



Third - The sphere is returned to its original position. This is necessary if all the spheres are not made blue on the first time the switch is pulled and the switch will need to be

pulled again.



This is done three times, once for each sphere.