Pygame A Assignment - Bouncing Ball Edit

In class you saw a demo in pyGame with movement:

a) Bouncing Ball - which displayed a ball bouncing in a window, following the law of reflection.

For this assignment, you'll edit the bouncing ball program. Please try to complete at least 2 of these 5 parts. If you finish two before the end of the day, please continue to finish more of them.

Edit A – Adjusting Speed, Position, Color
Adjust the speed, initial moving direction and color of the ball as you see fit. Arrive at a version that you enjoy the most after trying several out.

Edit B - Wrap Around Ball
Edit the code so that the ball "wraps around the screen". So, for example, if the ball was at x = 300, y = 600, at the bottom of the screen three tenths of the way over from the left to the right, the ball should reappear, moving in the same direction, at x = 300, y = 0. Similarly, if the ball was at x = 1000, y = 200, the ball should wrap around, reappearing at x = 0, y = 200 and continue moving in the same direction.

Edit C - Two Balls
Edit your code so that there are two balls of the same size with two different colors. Have the balls moving at different speeds but bouncing around. Don't worry about intersections, just let them happen.

Edit D – Infinite Bouncing Ball on Ground
Instead of bouncing at different angles, simulate a ball bouncing up and down, forever. Each time the ball bounces up, it should peak at the same point. Feel free to make the behavior as accurate or crazy as you want. (Probably the easiest is to use a constant velocity.)