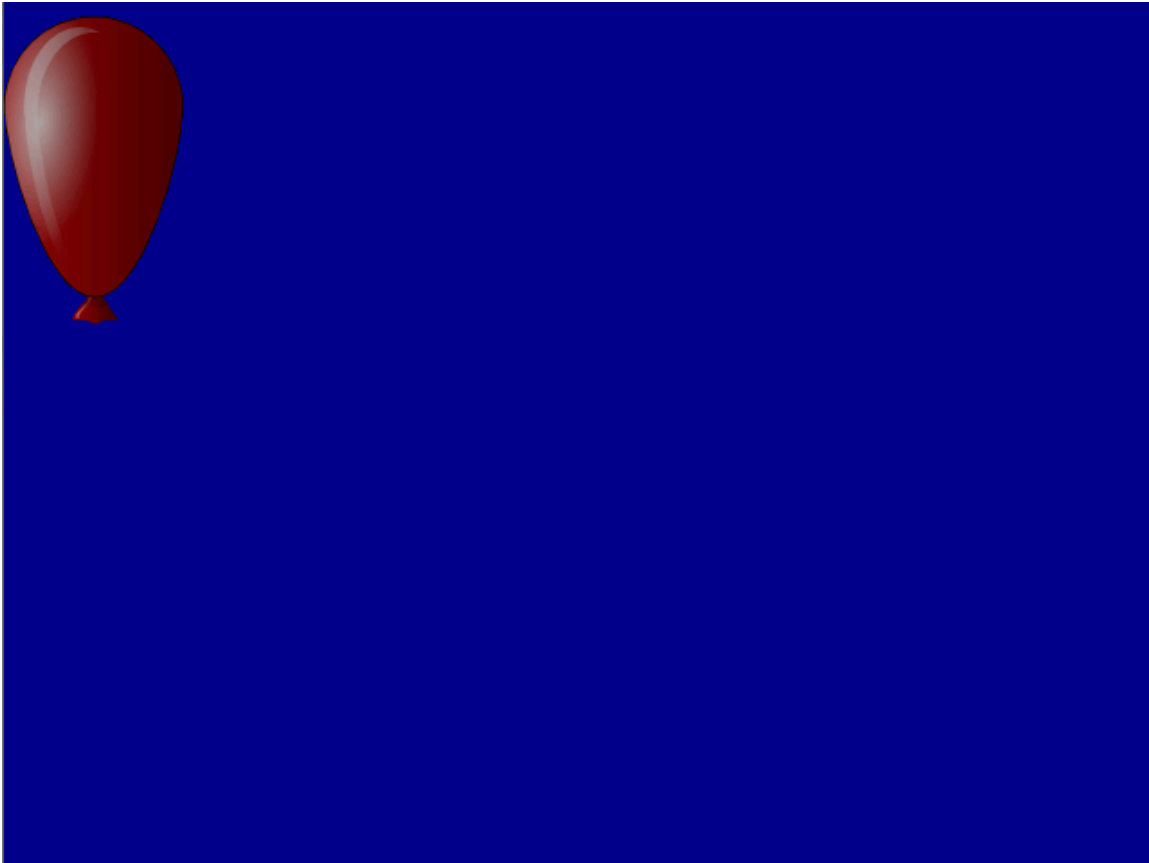


A) The command `screen.blit(balloon, (0, 0))` places an image like so on the screen:



Using the following commands:

```
b_width = balloon.get_width()
b_height = balloon.get_height()
```

The program sets the height and width of the balloon. Then, later in the program the bold commands make it so that if the position of the balloon is greater then the width of the window minus the balloon width at the current position, the balloon must switch directions.

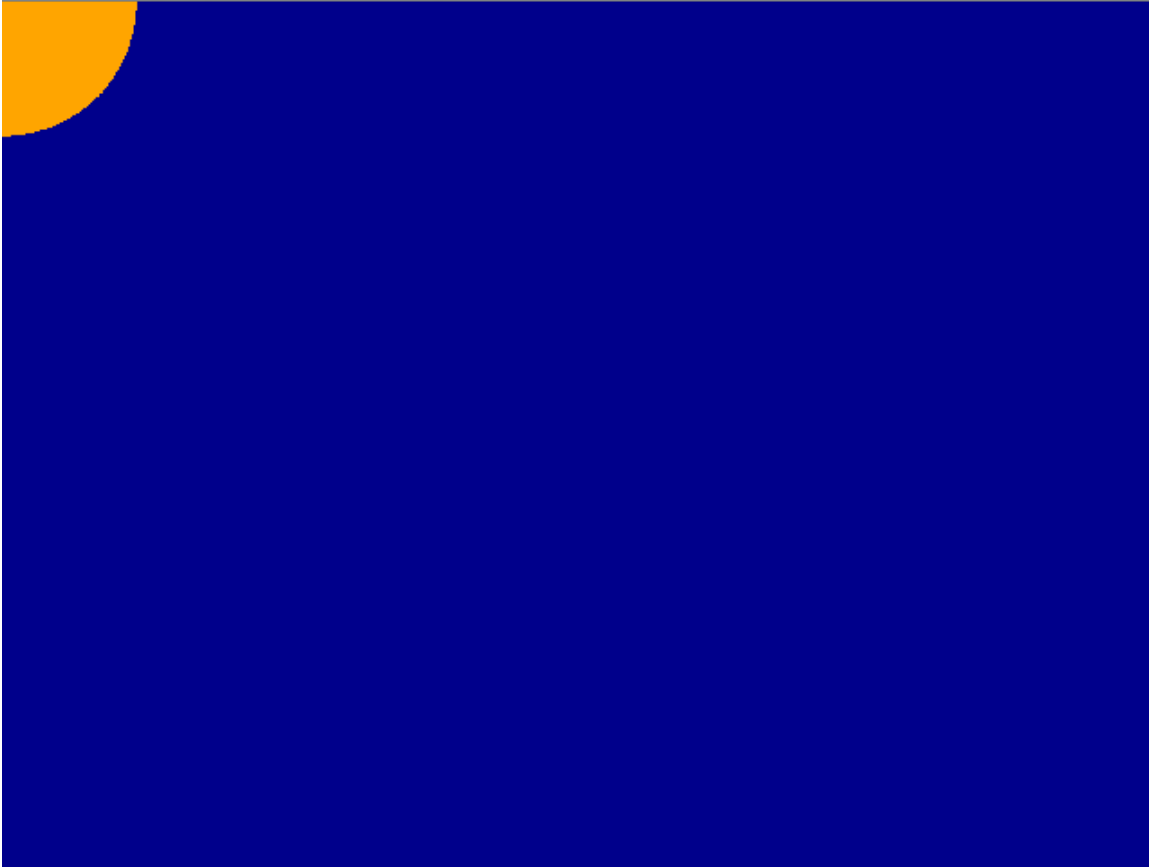
```
if (b_x < 0):
    b_x = 0
    speed_x = -1 * speed_x
elif (b_x > width - b_width):
    b_x = width - b_width
    speed_x = -1 * speed_x
if (b_y < 0):
    b_y = 0
```

```

    speed_y = -1 * speed_y
elif (b_y > height - b_height):
    b_y = height - b_height
    speed_y = -1 * speed_y

```

B) The circle would come out like this:



The bolded commands make it so that the center of the ball never gets closer then the distance of the radius to the walls:

```

if (c_x < 0 + radius):
    c_x = 0 + radius
    speed_x = -1 * speed_x
elif (c_x > width - radius):
    c_x = width - radius
    speed_x = -1 * speed_x
if (c_y < 0 + radius):
    c_y = 0 + radius
    speed_y = -1 * speed_y
elif (c_y > height - radius):
    c_y = height - radius
    speed_y = -1 * speed_y

```