Bounce Sprite Off Canvas Edge

Make a ball bounce when it hits an edge of a Canvas.

Edge = 1

Edges are assigned values (1, 3, -1, -3) for top, right, bottom, left

Getting Ready
You will need the following components in your design screen:
* Canvas
* Sprite

Blocks Editor

Block for Bounce call:

```
when Ball1.EdgeReached
  edge
  do
call Ball1.Bounce
  edge
  get edge,
```

What does it mean?
The Ball1.EdgeReached event will detect when the Ball sprite hits the edge of the Canvas and provides an argument `edge`. Each `edge` of a Canvas holds a numeric value. So just feed back the same value `edge` into the Bounce call.

Ball1.Bounce causes the ball to bounce and move in the opposite direction off the wall (Ball1.Heading is changed by 180 degrees).