**GraphicsPrac5**

**Directions:** Create a runnable applet that can move a shape with the arrow keys. The shape should have x and y velocity that is increased when the appropriate keys are pressed and decreased when keys are released. The shape should act as if under the effects of gravity from all sides.

**Requirements:**

1. Create final variables for SPEED and GRAVITY that control how fast the shape speeds up and slows down
2. The shape should always be able to be seen on the applet. Ensure that the shape reappears on the opposite edge if moved off of the applet.

