for ball in ball\_list:

 # mouvement

 ball.x += ball.speed\_x

 ball.y += ball.speed\_y

 # rebond

 if ball.y > H - ball.r or ball.y < ball.r:

 ball.speed\_y \*= -1

 if ball.x > W - ball.r or ball.x < ball.r:

 ball.speed\_x \*= -1