

```
%Ball Popper launcher
L = 1; %starting on level 1
disp('Welcome to Ball Popper! Use the LEFT and RIGHT arrow keys to avoid')
disp('the red ball. Use the UP arrow to shoot it, but be sure to hit the')
disp('black target in the very center.')
disp('Press Return to begin.')
ballPopperMenu(L) %launch menu
```

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