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(*Showing how to use manipulate for running a simulation *)
(*Nasser Abbasi Feb 19, 2008 *)

Manipulate[

 x = RandomReal[{-(1 - r), (1 - r)}];
 y = RandomReal[{-(1 - r), (1 - r)}];
 g = Dynamic[Disk[{x, y}, r]];
 i = 0;
 simulationTime;
 cdx = dx;
 cdy = dy;
 Dynamic[  If[i < simulationTime, (Pause[t]; i++; g = Disk[{x += cdx, y += cdy}, r];
    If[Abs[x] ≥ 1 - r, cdx = -cdx];
    If[Abs[y] ≥ 1 - r, cdy = -cdy];
    f
   ), f]
 ],

 {{simulationTime, 100, "simulationTime="}, 10,
  5000, 1, AppearanceElements → All, ContinuousAction → False},
 {{dx, 0.01, "dx="}, .001, 0.1, .001, AppearanceElements → All, ContinuousAction → False},
 {{dy, 0.01, "dy="}, .001, 0.1, .001, AppearanceElements → All, ContinuousAction → False},
 {{r, 0.1, "r="}, .05, 1, .01, AppearanceElements → All, ContinuousAction → False},
 {{t, 0.01, "pause time="}, .0001, 1,
  .001, AppearanceElements → All, ContinuousAction → False},
 {i, None},
 {x, None},
 {y, None},
 {g, None},
 {cdx, None},
 {cdy, None},
 Initialization :→
  {
   f := Graphics[g, ImageMargins → 0, Frame → True,
      ImagePadding → 1, PlotRangeClipping → False, PlotRange → 1];
  }
]
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Out[17]=