Unicorns on a Rainbow

We are going to make a unicorn follow our mouse.

1. Create a new Processing sketch and add a `setup()` and `draw()` method.

2. Find a photo of a rainbow:
   a. Find an image on google
   b. Right click on the image and select "Save Image As"
   c. Rename your image something short (e.g. "friend")
   d. Save the image on your desktop
   e. Drag the image from your desktop and drop it into your sketch

3. At **the very top** of your sketch, add the following code:
```
PImage rainbow;
PImage unicorn;
```

4. Load your image by adding the following code to your `setup()` method:
```
rainbow = loadImage("rainbow.jpg");
size(800, 600);
rainbow.resize(width,height);
```

5. Change "rainbow.jpg" from the previous step so that it matches the name of your image.

6. Set "rainbow" as your background using the `background()` method

7. Find an image of a unicorn on google. **Make sure it has a transparent background.**
   Search for "unicorn transparent" or "unicorn png". Follow steps a - e under step 2.

8. In your `setup()` method, load your unicorn image using the following code:
```
unicorn = loadImage("unicorn.jpg");
```

9. Change the code from the previous step so that "unicorn.jpg" matches the name of your image

10. In your `draw()` method, add the unicorn using:
    ```
    image(unicorn, 400, 300);
    ```

11. Change **the previous line of code** so that the mustache moves with your mouse!

12. At the top of your `draw()` method redraw your background just like you did in your setup() method. This will make it so that only one unicorn appears at a time.