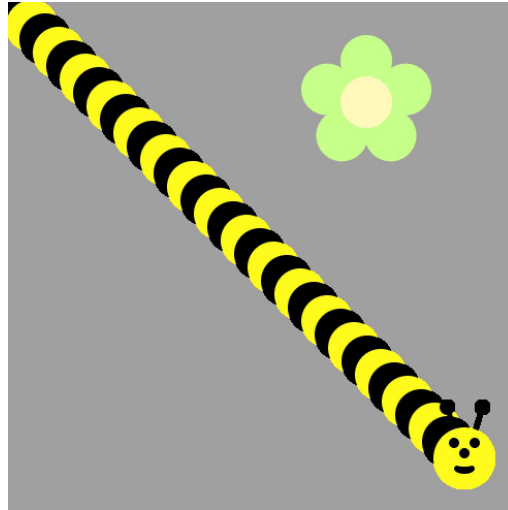


Bumble Bee Challenge



We are going to change the code below to draw a picture like the one above.

1. Create a new Processing sketch and copy and paste the code below:

```
void draw() {  
  
}  
  
void drawFlower(int x, int y) {  
  noStroke();  
  translate(x, y);  
  // draw 5 petals, rotating after each one  
  fill(#c6ff89); // green  
  for (int i = 0; i < 5; i++) {  
    ellipse(0, -40, 50, 50);  
    rotate(radians(72));  
  }  
  fill(#fff9bb); // light yellow  
  ellipse(0, 0, 50, 50);  
}  
  
void drawBeeFace(int BeeFaceX, int BeeFaceY) {  
  noStroke();  
  fill(0, 0, 0);  
  stroke(1);  
  strokeWeight(5);
```

```

    line(BeeFaceX-10, BeeFaceY-27, BeeFaceX+17,
BeeFaceY-50);
    line(BeeFaceX+10, BeeFaceY-27, BeeFaceX-17,
BeeFaceY-50);
    ellipse(BeeFaceX-17, BeeFaceY-50, 10, 10);
    ellipse(BeeFaceX+17, BeeFaceY-50, 10, 10);
    noStroke();
    fill(255, 251, 28);
    ellipse(BeeFaceX, BeeFaceY, 60, 60); // face
    fill(255, 237, 209);
    fill(0, 0, 0);
    ellipse(BeeFaceX-10, BeeFaceY-15, 10, 10); // eyes
    ellipse(BeeFaceX+10, BeeFaceY-15, 10, 10);
    ellipse(BeeFaceX, BeeFaceY-5, 10, 10); // nose
    ellipse(BeeFaceX, BeeFaceY+10, 20, 10); // mouth
    fill(255, 251, 28);
    ellipse(BeeFaceX, BeeFaceY+5, 20, 6);
}
void setup() {
    ellipseMode(CENTER);
    size(500, 500);
    background(160, 160, 160);
    drawFlower(350, 100);
}

```

2. Create an `int x` and `int y` at the very top of your sketch.
3. In your `draw()` method, use those `x` and `y` variables in a for loop to create a body for your Bee.

Hint: You want to use the `ellipse(int x, int y, int width, int height)` inside your loop.
4. After your loop, draw a face on your bee using `drawBeeFace(int x, int y)`.
5. Use a modulo operation and `fill(int red, int green, int blue)` to make the colors in the body of your bee alternate.

