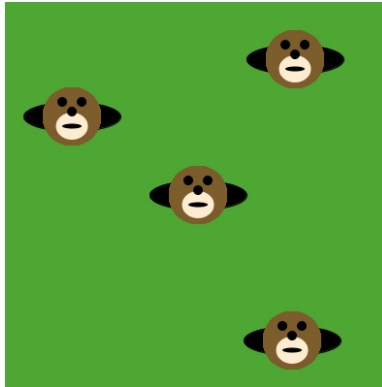


Moles in Holes



Put the moles in the holes!

1. Copy and paste the code below into a new Processing sketch, then fill in the `draw()` method:

```
void draw() {
    /* Use the method below to put moles in the holes. */
}

void drawMole(int moleX, int moleY) {
    noStroke();
    fill(125, 93, 43);
    ellipse(moleX, moleY, 60, 60);           // face
    fill(255, 237, 209);
    //ellipse(moleX, moleY+10, 33, 28);    // muzzle
    fill(0, 0, 0);
    ellipse(moleX-10, moleY-15, 10, 10);    // eyes
    ellipse(moleX+10, moleY-15, 10, 10);
    ellipse(moleX, moleY-5, 10, 10);        // nose
    ellipse(moleX, moleY+10, 20, 5);        // mouth
}

void setup() {
    size(400, 400);
    background(78, 166, 51);                // green grass
    fill(0, 0, 0);
    ellipse(200, 200, 100, 30);             // holes!
    ellipse(70, 119, 100, 30);
    ellipse(300, 60, 100, 30);
    ellipse(297, 350, 100, 30);
}
```