

# Pseudo code

//The program will depict a self-portrait of myself, Lohan Angammana. The program will also be interactive to use. This is achieved when the clothes on the self-portrait change colours once the left-mouse button is clicked on the screen//

//Start of program//

Let **a** = 1

//Function that setups the canvas for self-portrait//

Draw canvas

Set background dimensions

Set colour of background

Draw background frame

Set colour of background frame

//Function that depicts the self-portrait//

functionDraw()

//To sketch head//

Draw head

Set colour of head (#c68642)

//To sketch nose//

Draw nose

//To sketch eyes//

Draw eyes

Set colour of eyes (black)

//To sketch mouth//

Draw mouth

//To sketch hair//

Draw hair

Set colour of hair (#3f3f3f)

//To sketch neck//

Draw neck

Set colour of neck (#c68642)

//To sketch and change the colour of jacket//

Draw jacket

IF (a == 1) THEN

fill('#00008b')

ELSE

fill('#333333')

//To sketch and change the colour of shirt//

Draw shirt

IF (a == 2) THEN

fill('white')

ELSE

fill('grey')

//To sketch glasses//

Draw frames

Draw arms

Draw bridge

```
//Function that allows jacket and shirt to change colours//
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```
function mouseClicked()
```

```
    switch (a)
```

```
        case 1:
```

```
            a = 2;
```

```
            break;
```

```
        case 2:
```

```
            a = 1;
```

```
            break;
```