

Pseudo-code for Self Portrait

START PROGRAM

Set up the drawing canvas

DO

Draw the basic head shape and not moving parts of self portrait

Draw the hair: Draw a custom curve shape as hair in the colour brown

Draw the head: Draw a rectangle with rounded corners in front of the hair in the colour #FFDED2

Draw the hairline on the forehead, with a rectangle and triangle in the colour brown

Draw the neck: Draw a rectangle below the head in the colour #FFDED2

Draw the ears: Draw 2 ellipses in the colour #FFDED2 either side of the head

Draw the shoulders/shirt: Draw a rectangle with top corners rounded, below the neck in the colour green

Draw the neckline of the shirt as a triangle in the colour #FFDED2

Draw the nose: Draw a rounded rectangle and ellipse in the colour #FFDED2

Draw the earrings that change according to the day of the week

IF day_of_week = Sunday THEN

Draw one blue triangle at the bottom of each ear

ELSE

IF day_of_week = Monday THEN

Draw one silver circle at the bottom of each ear

ELSE

IF day_of_week = Tuesday THEN

Draw one red triangle at the bottom of each ear

ELSE

IF day_of_week = Wednesday THEN

Draw one green ellipse at the bottom of each ear

ELSE

IF day_of_week = Thursday THEN

Draw one pink square at the bottom of each ear

ELSE

IF day_of_week = Friday THEN

Draw one white rectangle at the bottom of each ear

ELSE

IF day_of_week = Saturday THEN

Draw one gold circle at the bottom of each ear

Draw the eyes that blink when the mouse is pressed

IF mouse_is_pressed = True THEN

Draw eyes closed, draw ellipse for lids in #FBCDCA and curves for lashes/edges in black

ELSE

Draw eyes open, white ellipse for eyes, circle for iris in the colour #5C736A and circle for pupil and lashes/edges in black

Draw the eyebrows that raise and lower according to the Y coordinate of the mouse on the screen

Draw thick curve for eyebrows in brown

IF mouse_position_y_axis < 450 THEN

Draw eyebrows raised

ELSE

IF mouse_position_y_axis > 700 THEN

Draw eyebrows frowning

ELSE

Draw eyebrows neutral

Draw mouth that smiles and frowns according to the X coordinate of the mouse on the screen

Draw ellipse for the lips in the colour #DF8495 and curve for mouth in black

IF mouse_position_x_axis < 420 THEN

Draw mouth in a smile

ELSE

IF mouse_position_x_axis > 660 THEN

Draw mouth frowning

ELSE

Draw mouth neutral

LOOP

END PROGRAM