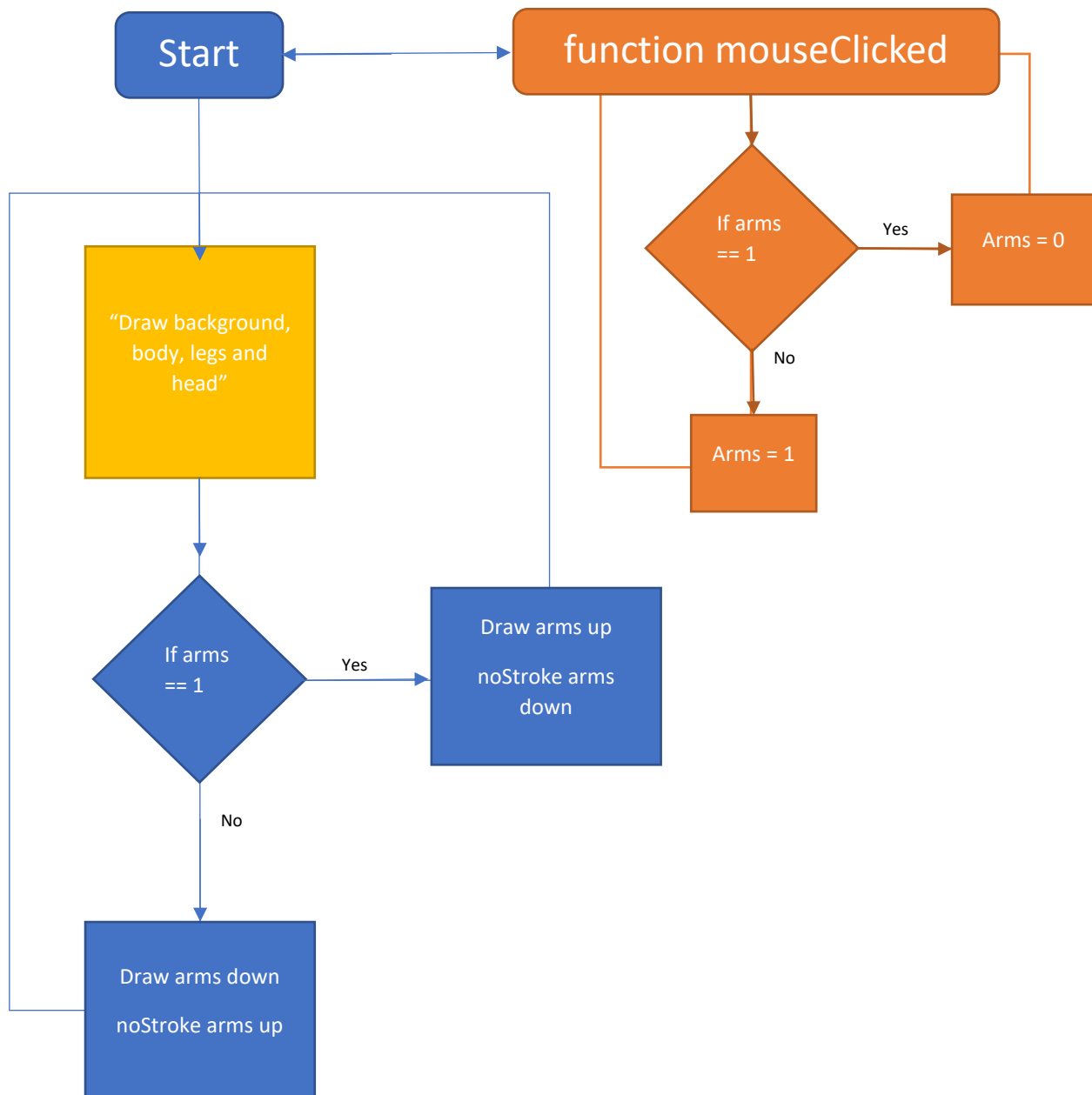


JavaScript Flow chart



JavaScript Pseudo Code

Create a variable named "arms" then give it a value of 0 to have arms down at beginning

Create "setup" function

Create a 2d canvas of 200x, 200y

Make rectangles centred

Begin "draw" function and start Loop

Draw a background colour of 100

Fill the rectangle body blue with an RGB of (0,0,200)

Draw rectangle body (100,100,20,100)

Fill the ellipse head with a skin tone RGB of (255,200,200)

Draw an elliptical head at (100,70,60,60)

Fill the eyes white with an RGB of (255,255,255)

Draw an elliptical left eye at (85,70,16,16)

Draw an elliptical right eye at (115,70,16,16)

Fill the irises black with an RGB of (0,0,0)

Draw an elliptical left iris at (85,70,9,9)

Draw an elliptical right iris at (115,70,9,9)

Draw a line left leg at (90,150,80,160)

Draw a line right leg at (110,150,120,160)

If "arms" value is equal to "1"

Draw a noStroke line at (90,110,70,130)

Draw a noStroke line at (110,110,130,130)

Draw a stroke(0) line at (90,110,70,90)

Draw a stroke(0) line at (110,110,130,90)

Else

Draw a noStroke line at (90,110,70,90)

Draw a noStroke line at (110,110,130,90)

Draw a stroke(0) line at (90,110,70,130)

Draw a stroke(0) line at (110,110,130,130)

Loop

Create a "mouseClicked" function and start Loop

If "arms" value "1"

Make "arms" value "0"

Else

Make "arms" value "1"

Loop

Sketch

```
var arms = 0;           //Create a variable and name it "arms" then give it a value of 0 to have arms
down at beginning
function setup(){       //Create "setup" function
  createCanvas(200, 200,); //Create a 200x by 200y 2d canvas
  rectMode(CENTER);      //center rectangles
}
function draw(){         //Create a Draw function
  background(100);        //Create a background colour
  fill(0,0,200);          //Colour the body with blue
  rect(100,100,20,100);   //Create a rectangle body
  fill(255,200,200);      //Colour the head with a skin tone
  ellipse(100,70,60,60);  //Create elliptical head
  fill(255,255,255);      //Colour eyes white
  ellipse(85,70,16,16);   //Create left eye
  ellipse(115,70,16,16);  //Create right eye
  fill(0,0,0);            //Colour irises black
  ellipse(85,70,9,9);     //Create left iris
  ellipse(115,70,9,9);    //Create right iris
  line(90,150,80,160);    //Create left leg
  line(110,150,120,160);  //Create right leg

  if (arms == 1){         //If "arms" value is equal to "1"
    noStroke();
    line(90,110,70,130); //arm    //Draw a noStroke line to cover line
    line(110,110,130,130); //arm2 //Draw a noStroke line to cover line
    stroke(0);
    line(90,110,70,90); //arm1    //Draw a stroke(0) line
    line(110,110,130,90); //arm2  //Draw a stroke(0) line
  } else {                //If "arms" value is not equal to "1"
    noStroke();
    line(90,110,70,90); //arm1    //Draw a noStroke line to cover up line
    line(110,110,130,90); //arm2  //Draw a noStroke line to cover up line
    stroke(0);
    line(90,110,70,130); //arm    //Draw a stroke(0) line
    line(110,110,130,130); //arm2 //Draw a stroke(0) line
  }

}

}

function mouseClicked() { //Create a "mouseClicked" function and loop
  if (arms == 1) {        //If "arms" value is equal to "1"
    arms = 0;             //Make "arms" value "0"
  } else {                //If "arms" value not equal to "1"
    arms = 1;             //Make "arms" value "1"
  }
}
```

Index

```
<html>
  <head>
    <script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.9.0/p5.js"></script>
    <script src="sketch.js"></script>
  </head>
  <body>
  </body>
</html>
```