

Pseudocode (A0)

Fuction Stepup()

```

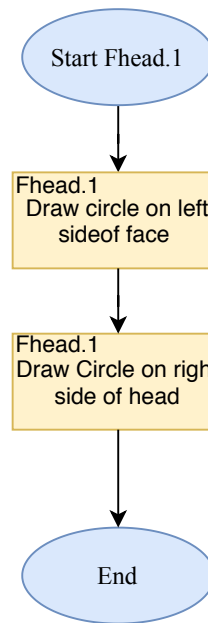
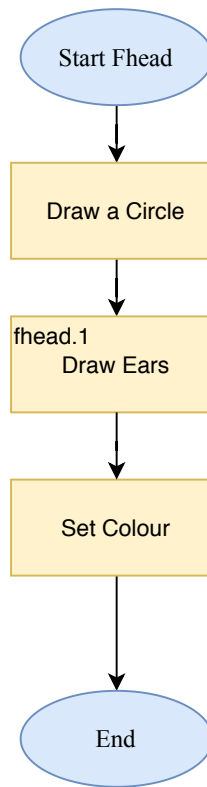
{
    createCanvas(width, height);
    anglemode = "Degree";
    yleft=number;
    yright=number;
}
  
```

Fuction daw()

```

{
    Call drawHead()
    Call drawEyes()
    Call drawNose()
    Call drawMouth()
    Call drawbackhair()
    Call drawFronthair();
    Call drawBody()
}
  
```

Let Xrighteye;
Let XLefteye;
Let YrightEyes;
Let YleftEyes;



Pseudocode (head)

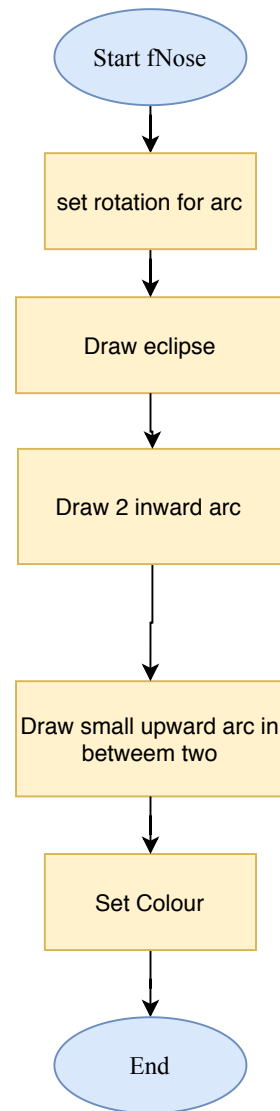
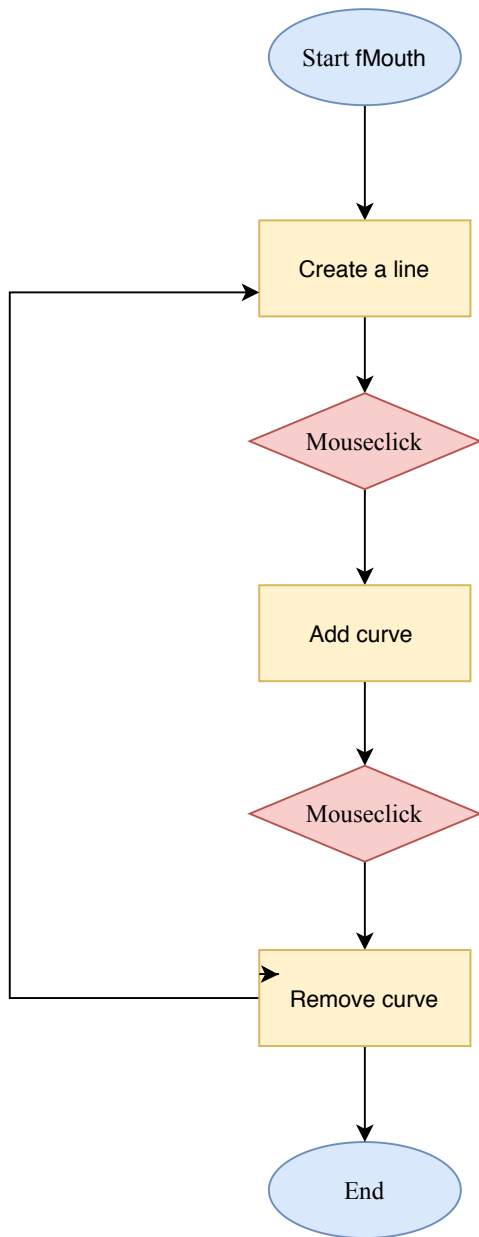
```

fuction drawHead()
    save();
    translate(posleft, postop)
    rotate();
    ellipse(0, 0, width, height)
    fill(colour)
    load();
    Call drawEars
  
```

Pseudocode (Ear)

```

fuction drawEars()
    save();
        rotate();
        ellipse(posleft, postop, width, height)
        ellipse(posleft, postop, width, height)
        fill(colour)
    load();
  
```



Pseudocode (fMouth)

```

Function drawmouth()
{
    line(posleft,postop,width, height)
    if(Keypress == "s")
    {
        Display || Hide arc(1,2,3,4,PI)
    }
}
  
```

Pseudocode (fnose)

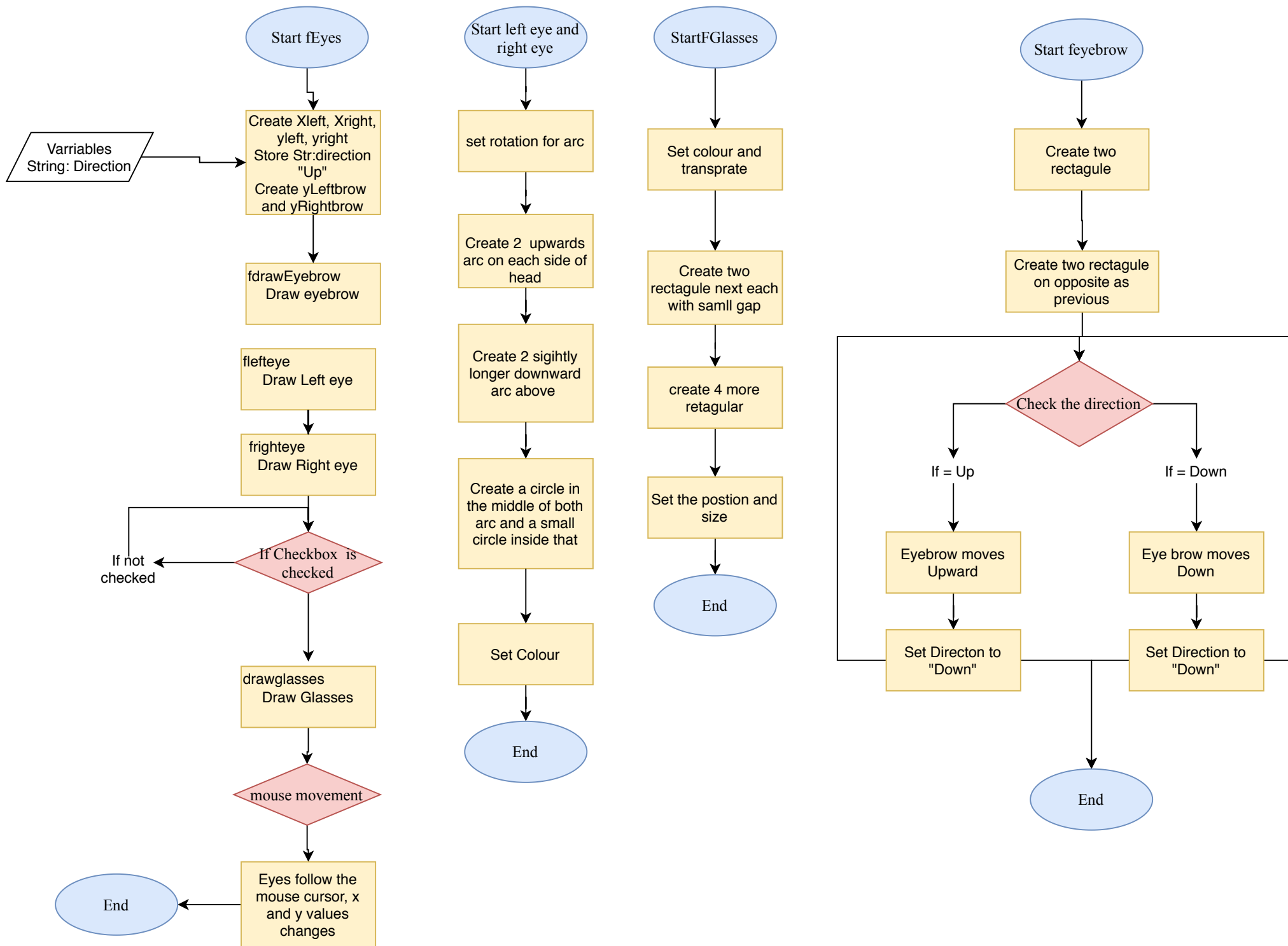
```

Function drawNose()
{
    Save();
    rotate(angle)
    arc(posleft,postop,width, height, start, stop, HALF_PI);
    load();

    Save();
    rotate(angle)
    arc(posleft,postop,width, height, start, stop, HALF_PI);
    load();

    Save();
    fill(black)
    ellipse(posleft,postop,width,height)
    ellipse(posleft,postop,width,height)

}
  
```



Psudocode (Eyes)

```
let xLeft = postop;  
let xRight = posleft;  
let lefty = postop;  
let righty = posleft;  
var direction = "Up"
```

fuction drawEyes()

```
Call Lefteye  
Call Righteye  
if(Chekck.checked == true)  
{  
  CallGlasses  
}  
CallEyebrow
```

fuction lefteye(); fuction righteye() // mostly the same

```
save();  
  arc(posleft, postop, width, height, --, --)  
  arc(posleft, postop, width, height, --, --)  
  arc(posleft, postop, width, height, --, --)  
  arc(posleft, postop, width, height, --, --)  
  fill("brown")
```

```
load();  
ellipse(XrightEye, YrightEye, width, height)  
ellipse(XleftEye, Ylefteye, width, height)
```

```
XrightEye = map(mousex,0,width,Distance from original  
(left,right))
```

```
YrightEye = map(mousey,0,height,Distance from original(up  
/down))
```

```
XleftEye = map(mousex,0,width,Distance from original (left,right))
```

```
YleftEye = map(mousey,0,height,Distance from original(up /down))
```

```
)
```

fGlasses

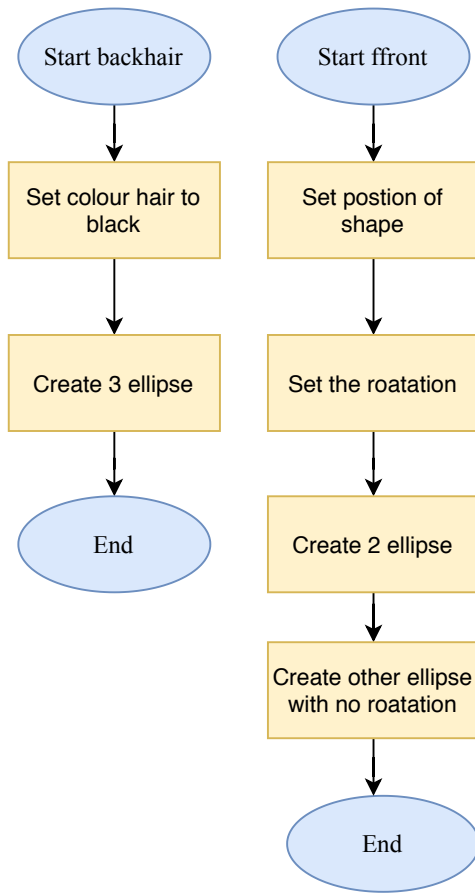
Function Glasses()

```
{  
  glasscolour = color(white)  
  glasscolour = Transprate(100)  
  save();  
    translate(posleft, postop);  
    fill(glasscolour)  
    strokeSize(sizenumner)  
    rect(0,0,width,height,curveconner)  
    rect(posleft,postop,width,height,curveconrer)  
  
    fill(black)  
    noStroke();  
    rect(posleft,postop,width,height)  
    rect(posleft,postop,width,height)  
    roate(angle)  
    rect(posleft,postop,width,height)  
  
  load()  
  {
```

Psudocode brow

Fuction eyebrow

```
{  
  save();  
    translate(posleft,yLeftbrow);  
    scale(reducesize);  
    rotate(angle)  
    rect(posleft,postop,width,height)  
    rotate(-25);  
    rect(posleft,postop,width,height)  
  
    translate(410,yRightbrow);  
    rotate(7.6)  
    rect(posleft,postop,width,height)  
    rotate(0);  
    rect(posleft,postop,width,height)  
    load();  
  
  if(direction == "Up")  
  {  
    yLeftbrow = yLeftbrow - 0.5;  
    yRightbrow = yRightbrow - 0.5  
  }  
  
  if(direction == "down")  
  {  
    yLeftbrow = yLeftbrow - 0.5;  
    yRightbrow = yRightbrow - 0.5  
  }  
}
```



Psudocode hair

Fuction backhair()

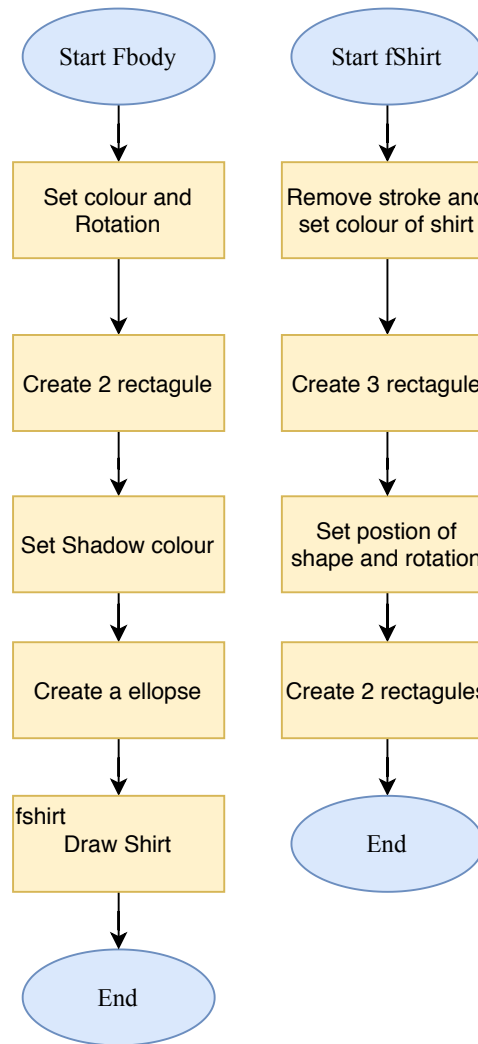
```

{
  fill(haircolour);
  ellipse(posleft,postop,width,height)
  ellipse(posleft,postop,width,height)
  ellipse(posleft,postop,width,height)
}
  
```

Fuction fronthair()

```

{
  save();
  translate(posleft,postop)
  roate(angle)
  ellipse(posleft,postop,width,height)
  ellipse(posleft,postop,width,height)
  load();
  ellipse(posleft,postop,width,height)
}
  
```



Psudocode body

Fuction body()

```

{
  fill(skincolour);
  rect(posleft,postop,width,height);
  rect(posleft,postop,width,height);
  fill(shadow);
  ellipse(posleft,postop,width,height)
  Call Shirt();
}
  
```

Fuction Shirt()

```

{
  nostroke();
  fill(shirtcolour)
  rect(posleft,postop,width,height);
  rect(posleft,postop,width,height);
  rect(posleft,postop,width,height);
  save();
  translate(posleft,postop)
  roate(angle)
  rect(posleft,postop,width,height);
  rect(posleft,postop,width,height);
  load();
}
  
```