

```
boolean drum = false;
boolean biscuit = false;
boolean butterfly = false;
boolean star = false;
boolean wave = false;
float x = 0;
float y = 0;
```

```
void setup() {
  size(800, 600);
  frameRate(5);
}
void draw() {
  if ( mouseX > 0 && mouseX <400 &&
    mouseY >0 && mouseY <300) {
    drum = true;
    fill(255, 247, 235);
    noStroke();
    rect(0, 0, 400, 300); //background-1

    fill(123, 66, 47);
    stroke(0);
    strokeWeight(3);
    ellipse(198, 204, 192, 192);
    ellipse(138, 32, 39, 39);
    ellipse(138, 32, 32, 32);
    ellipse(251, 32, 39, 39);
    ellipse(251, 32, 32, 32);
    ellipse(195, 77, 131, 131);
    fill(255);
    ellipse(179, 68, 34, 34);
    ellipse(217, 68, 34, 34);
    fill(0);
    noStroke();
    ellipse(212, 70, 14, 14);
    ellipse(184, 70, 14, 14);
    ellipse(198, 103, 16, 16);
```

```
fill(255);  
ellipse(199, 99, 8, 4);//body and face
```

```
fill(216, 216, 216);  
rect(0, 257, 400, 43);
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```
fill(215, 132, 105);  
stroke(0);  
strokeWeight(3);  
ellipse(198, 259, 146, 53);  
fill(181, 77, 77);  
ellipse(198, 249, 146, 53);  
noStroke();  
rect(125, 178, 146, 70);
```

```
fill(200, 145, 127);  
triangle(124, 175, 137, 175, 130, 254);  
triangle(134, 187, 160, 187, 147, 266);  
triangle(157, 194, 199, 194, 178, 273);  
triangle(199, 194, 241, 194, 220, 273);  
triangle(238, 184, 264, 184, 251, 263);  
triangle(261, 169, 272, 169, 266, 248);//drumitem
```

```
fill(215, 132, 105);  
stroke(0);  
strokeWeight(3);  
ellipse(198, 187, 146, 53);  
fill(181, 77, 77);  
ellipse(198, 177, 146, 53);  
fill(123, 66, 47);  
ellipse(122, 275, 49, 49);  
ellipse(264, 275, 49, 49);  
drumLeft();  
drumRight();  
voiceWave();  
} else {  
  drum = false;  
  fill(91, 91, 91);
```

```

noStroke();
rect(0, 0, 400, 300);
noFill();
stroke(255);
strokeWeight(3);
ellipse(200, 143, 106, 106);
ellipse(200, 143, 136, 136);
line(200, 100, 200, 143);
strokeWeight(4);
line(200, 173, 200, 143);
fill(255);
textSize(34);
text("6:00 AM", 131, 250);
} //left-top-clock
if ( mouseX > 400 && mouseX <800 &&
    mouseY >0 && mouseY <300) {
    biscuit = true;
    fill(233, 209, 134);
    noStroke();
    rect(400, 0, 400, 300);//background-2
    fill(182, 182, 182);
    stroke(96, 3, 3);
    strokeWeight(3);
    rect(430, 33, 347, 204, 23);
    drawBiscuit();
    rotate(0);//biscuit-back

    fill(123, 66, 47);
    stroke(0);
    ellipse(491, 74, 35, 35);
    ellipse(491, 74, 25, 25);
    ellipse(465, 215, 34, 34);
    ellipse(617, 201, 34, 34);
    ellipse(581, 74, 35, 35);
    ellipse(581, 74, 25, 25);
    ellipse(535, 237, 163, 163);
    ellipse(535, 120, 116, 116);//biscuit
} else {

```

```
biscuit = false;
fill(137, 137, 137);
noStroke();
rect(400, 0, 400, 300);
noFill();
stroke(255);
strokeWeight(3);
ellipse(600, 143, 106, 106);
ellipse(600, 143, 136, 136);
line(600, 100, 600, 143);
strokeWeight(4);
line(600, 110, 600, 143);
fill(255);
textSize(34);
text("12:00 PM", 531, 250);
} //right-top
if ( mouseX > 0 && mouseX <400 &&
    mouseY >300 && mouseY <600) {
    butterfly = true;
    noStroke();
    fill(100, 114, 58);
    rect(0, 553, 400, 47);
    fill(220, 255, 208);
    rect(0, 300, 400, 253);
    fill(123, 66, 47);
    stroke(0);
    strokeWeight(3);
    ellipse(126, 491, 134, 141);
    ellipse(84, 362, 28, 28);
    ellipse(84, 362, 20, 20);
    ellipse(141, 344, 28, 28);
    ellipse(141, 344, 20, 20);
    ellipse(124, 395, 94, 94);
    ellipse(67, 461, 30, 30);
    ellipse(183, 434, 30, 30);
    ellipse(89, 554, 34, 34);
    ellipse(194, 533, 34, 34);
    fill(255);
```

```

ellipse(113, 385, 22, 22);
ellipse(138, 385, 22, 22);
fill(0);
noStroke();
ellipse(117, 387, 9, 9);
ellipse(136, 387, 9, 9);
ellipse(130, 406, 10, 10);

fill(236, 226, 186);
stroke(197, 103, 103);
strokeWeight(1);
ellipse(mouseX-20, mouseY-20, 22, 22);
ellipse(mouseX-15, mouseY-4, 14, 14);
ellipse(mouseX-14, mouseY-22, 22, 22);
strokeWeight(3);
line(mouseX-28, mouseY-20, mouseX-17, mouseY-8);
line(mouseX-17, mouseY-8, mouseX-19, mouseY+3);
//drawButterfly;
} else {
  fill(137, 137, 137);
  noStroke();
  rect(0, 300, 400, 300);
  noFill();
  stroke(255);
  strokeWeight(3);
  ellipse(200, 443, 106, 106);
  ellipse(200, 443, 136, 136);
  line(200, 400, 200, 443);
  strokeWeight(4);
  line(200, 473, 200, 443);
  fill(255);
  textSize(34);
  text("6:00 PM", 131, 550);
} //left-top-clock
if ( mouseX > 400 && mouseX <800 &&
  mouseY >300 && mouseY <600) {
  star = true;
  fill(29, 13, 108);

```

```

noStroke();
rect(400, 300, 400, 300);
drawStar();
stroke(0);
strokeWeight(3);
fill(123, 66, 47);
ellipse(687, 609, 224, 224);
ellipse(627, 384, 48, 48);
ellipse(627, 384, 34, 34);
ellipse(764, 384, 48, 48);
ellipse(764, 384, 34, 34);
ellipse(696, 439, 159, 159);
} else {
  butterfly = false;
  fill(91, 91, 91);
  noStroke();
  rect(400, 300, 400, 300);
  noFill();
  stroke(255);
  strokeWeight(3);
  ellipse(600, 443, 106, 106);
  ellipse(600, 443, 136, 136);
  line(600, 400, 600, 443);
  strokeWeight(4);
  line(600, 410, 600, 443);
  fill(255);
  textSize(34);
  text("12:00 AM", 531, 550);
} //right-bot
}

void drawBiscuit() {
  for (int y = 0; y < height; y = y + 45) {
    for (int x = 0; x < width; x = x + 40) {
      if (x > 400 && x < 740 && y >= 18 && y <= 200) {
        fill(236, 226, 186);
        stroke(158, 109, 9);
        rect(random(x-10, x+10), random(y-10, y+10), 30, 36);
      }
    }
  }
}

```

```

    }
  }
}
void drawStar() {
  frameRate(5);
  for (float y = 0; y<height; y = y + random(25, 85)) {
    for (float x = 0; x < width; x = x + random(2, 90)) {
      if (x > 400 && x < 800 && y >= 300 && y<=600) {
        fill(255);
        noStroke();
        ellipse(x+ random(25, 85), y+ random(25, 85), random(1, 4), random(1, 4));
      }
    }
  }
}
void drumLeft() {
  if (y<40) {
    y = y + 30;
  } else {
    y = y - 30;
  }
  stroke(249, 198, 182);
  strokeWeight(8);
  line(125, 100+y, 183, 128+y);
  fill(123, 66, 47);
  stroke(0);
  strokeWeight(3);
  ellipse(125, 102+y, 43, 43);//drumleft
}
void drumRight() {
  stroke(249, 198, 182);
  strokeWeight(8);
  line(206, 215-y, 266, 191-y);
  fill(123, 66, 47);
  stroke(0);
  strokeWeight(3);
  ellipse(261, 194-y, 43, 43);//drum-right
}

```

```
void voiceWave() {  
  noFill();  
  curve(95, 180, 65, 130, 65, 100, 95, 20);  
  curve(75, 190, 45, 140, 45, 90, 115, 10);  
  curve(55, 200, 25, 150, 25, 80, 135, 0);  
  curve(305, 180, 335, 130, 335, 100, 305, 20);  
  curve(325, 190, 355, 140, 355, 90, 285, 10);  
  curve(345, 200, 375, 150, 375, 80, 265, 0);  
}
```