//create variables

var bodyX = 200;

var bodyY = 220;

var bodyW = 118;

var bodyH = bodyW/2;

var eyeSize = 20;

var ears = 25;

var earstwo = 13;

var pupils = 5;

var arms = 202;

var shoes = 14;

var shoestwo = 49;

var nose = 6;

var nosetwo = 13;

var mouth = 40;

var mouthtwo = 15;

var tongue = 8;

var tonguetwo = 15;

var buttons = 203;

var hands = 161;

var handstwo = 107;

//draw project

draw = function() {

background(207, 254, 255);

fill(240, 209, 36);

ellipse(bodyX, bodyY, bodyW, 106); // body

ellipse(bodyX, bodyY-70, bodyH, 47); // face

fill(255, 255, 255);

ellipse(188, 123, eyeSize, eyeSize); //eyes

ellipse(209, 123, eyeSize, eyeSize);

fill(0, 0, 0);

ellipse(209, 123, pupils, pupils); //pupils

ellipse(188, 123, pupils, pupils);

fill(51, 255, 0);

rect( 161, 115, earstwo, ears); // ears

rect( 221, 116, earstwo, ears);

triangle(281, hands, 296, handstwo, 317, 117); //hands

triangle(123, hands, 41, handstwo, 79, 122);

line(119, 158, 165, arms); //arms

line(283, 158, 239, arms);

rect(132, 264, shoestwo, shoes); //shoes

rect(217, 264, shoestwo, shoes);

rect(203, 135, nose, nosetwo); //nose

rect(191, 135, nose, nosetwo);

ellipse(201, 160, mouth, mouthtwo); //mouth

fill(255, 0, 0);

ellipse(202,160,tongue,tonguetwo); // tongue

line(202, 164, 201 ,154); // line in tongue

point(buttons, 191);//buttons

point(buttons, 204);

point(buttons, 221);

point(buttons, 242);

fill(0, 0, 0);

triangle( 209, 190, 183, 208, 181, 169); //bowtie

triangle( 226, 214, 224, 174, 197, 189);

pupils += 1; //animation

tongue += 1;

tonguetwo += 1;

};