

<https://www.khanacademy.org/computer-programming/dress-up/5929458060967936>

```
var bodySize = 0;
```

```
//nguyen bitmoji function
```

```
var drawNguyenBitmoji = function (x,y,h){
```

```
    //hair
```

```
    fill(23, 14, 3);
```

```
    quad(x+(h/150*78),y+(h/150*51),x+(h/150*125),y+(h/150*51),x+(h/150*117),y-(h/150*1),x+(h/150*79),y-(h/150*2));
```

```
    //torso
```

```
    //body
```

```
    noStroke();
```

```
    fill(250, 246, 237);
```

```
    rect(x+(h/150*65),y+(h/150*45),(h/150*70),(h/150*85));
```

```
    //arms
```

```
    stroke(250, 239, 237);
```

```
    strokeWeight(20);
```

```
    //right
```

```
    line(x+(h/150*70),y+(h/150*60),x+(h/150*56),y+(h/150*90));
```

```
    line(x+(h/150*69),y+(h/150*120),x+(h/150*56),y+(h/150*90));
```

```
    //left
```

```
    line(x+(h/150*130),y+(h/150*60),x+(h/150*150),y+(h/150*94));
```

```
    line(x+(h/150*126),y+(h/150*126),x+(h/150*150),y+(h/150*94));
```

```
    //hands
```

```
    //right
```

```
    noStroke();
```

```
    fill(255,231,178);
```

```
    ellipse(x+(h/150*77),y+(h/150*129),(h/150*20),(h/150*20));
```

```
    //left
```

```
    noStroke();
```

```
    fill(255,231,178);
```

```
    ellipse(x+(h/150*120),y+(h/150*133),(h/150*20),(h/150*20));
```

```
    //hair
```

```
    fill(23, 14, 3);
```

```
    quad(x+(h/150*115),y+(h/150*77),x+(h/150*134),y+(h/150*84),x+(h/150*113),y-(h/150*1),x+(h/150*107),y+(h/150*3));
```

```
    quad(x+(h/150*92),y+(h/150*77),x+(h/150*73),y+(h/150*88),x+(h/150*83),y-(h/150*1),x+(h/150*87),y+(h/150*1));
```

```
    //neck
```

```

noStroke();
fill(255,231,178);

quad(x+(h/150*90),y+(h/150*50),x+(h/150*112),y+(h/150*50),x+(h/150*101),y-(h/150*1),x+(h/150*99),y+(h/150*1));
triangle(x+(h/150*90), y+(h/150*49), x+(h/150*113), y+(h/150*48), x+(h/150*101), y+(h/150*60));
fill(217, 137, 169);
text("JN",x+(h/150*94),y+(h/150*86),(h/150*20),(h/150*20));
//head
//shape
noStroke();
fill(255,231,178);
ellipse(x+(h/150*100),y+(h/150*15),(h/150*40),(h/150*44));
//eyes
strokeWeight(1);
//left
noStroke();
fill(255, 255, 255);
ellipse(x+(h/150*107),y+(h/150*7),(h/150*7),(h/150*7));
fill(138, 96, 41);
ellipse(x+(h/150*108),y+(h/150*8),(h/150*4),(h/150*4));
stroke(0, 0, 0);
fill(0, 0, 0);
ellipse(x+(h/150*108),y+(h/150*8),(h/150*1.2),(h/150*1.2));
//right
noStroke();
fill(255, 255, 255);
ellipse(x+(h/150*91),y+(h/150*8),(h/150*7), (h/150*7));
fill(138, 96, 41);
ellipse(x+(h/150*92),y+(h/150*9),(h/150*4),(h/150*4));
stroke(0, 0, 0);
fill(0, 0, 0);
ellipse(x+(h/150*92),y+(h/150*9),(h/150*1.2),(h/150*1.2));
//nose
stroke(0, 0, 0);
arc(x+(h/150*100), y+(h/150*19), (h/150*4.8), (h/150*3.2), -15, 143);
line(x+(h/150*99),y+(h/150*12),x+(h/150*103),y+(h/150*20));
//necklace
stroke(207, 201, 23);
fill(207,201,23);
arc(x+(h/150*99), y+(h/150*43), (h/150*23.9), (h/150*4.5), -15, 143);
//mouth
stroke(250, 136, 108);

```

```

    fill(250, 136, 108);
    arc(x+(h/150*100), y+(h/150*28), (h/150*11.1), (h/150*5.0), -15, 143);
    arc(x+(h/150*98), y+(h/150*29), (h/150*5.0), (h/150*4.5), 160, 360);
    arc(x+(h/150*103), y+(h/150*29), (h/150*5.0), (h/150*4.5), 160, 360);
    //hair
    noStroke();
    fill(23, 14, 3);

quad(x+(h/150*119),y+(h/150*66),x+(h/150*127),y+(h/150*47),x+(h/150*117),y+(h/150*1),x+(h/150*114),y+(h/150*3));

quad(x+(h/150*85),y+(h/150*33),x+(h/150*79),y+(h/150*47),x+(h/150*80),y+(h/150*8),x+(h/150*82),y+(h/150*1));
    //hat
    noStroke();
    fill(217, 137, 169);
    rect(x+(h/150*75), y-(h/150*8), (h/150*48), (h/150*11));
    quad(x+(h/150*78), y-(h/150*8), x+(h/150*118), y-(h/150*8), x+(h/150*111),
y-(h/150*20), x+(h/150*93), y-(h/150*17));
    quad(x+(h/150*108), y-(h/150*13), x+(h/150*120), y-(h/150*13), x+(h/150*112),
y-(h/150*21), x+(h/150*94), y-(h/150*17));

    quad(x+(h/150*78), y-(h/150*8), x+(h/150*118), y-(h/150*8), x+(h/150*111), y-(h/150*20),
x+(h/150*93), y-(h/150*17));
    quad(x+(h/150*108), y-(h/150*13), x+(h/150*120), y-(h/150*13), x+(h/150*112),
y-(h/150*21), x+(h/150*94), y-(h/150*17));
};
//beet bitmoji function
var drawBeetBitmoji = function(x, y, bitHeight){
    noStroke();
    fill(232, 202, 169); //skin neck
    rect(x-17*bitHeight/150,y+45*bitHeight/150,bitHeight/150*32,bitHeight/150*47); //neck
    fill(255,224,189); //skin
    ellipse(x,y,bitHeight/150*83,bitHeight/150*100); //head
    fill(255,255,255);

arc(x-44*bitHeight/150,y+50*bitHeight/150,bitHeight/150*36,bitHeight/150*68,bitHeight/150*4,bitHeight/150*360); //left chisel

arc(x+51*bitHeight/150,y+49*bitHeight/150,bitHeight/150*57,bitHeight/150*88,bitHeight/150*31,bitHeight/150*313); //right chisel
    fill (0,0,0); //black shirt
    rect(x-50*bitHeight/150,y+56*bitHeight/150,bitHeight/150*102,bitHeight/150*85); //shirt

```

```

fill(232,202,169); //neck
ellipse(x-1*bitHeight/150,y+68*bitHeight/150,bitHeight/150*52,bitHeight/150*33); //neck shirt
fill(247, 238, 168); //blonde
quad(x-49
*bitHeight/150,y+16*bitHeight/150,x-37*bitHeight/150,y-41*bitHeight/150,x-8*bitHeight/150,y-52
*bitHeight/150,x-38*bitHeight/150,y+2*bitHeight/150); //left hair
ellipse(x-42*bitHeight/150,y+9*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x-43*bitHeight/150,y+28*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x-42*bitHeight/150,y+47*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x-42*bitHeight/150,y+68*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x-42*bitHeight/150,y+89*bitHeight/150,bitHeight/150*16,bitHeight/150*23);

quad(x+43*bitHeight/150,y-9*bitHeight/150,x+40*bitHeight/150,y-36*bitHeight/150,x+10*bitHeight/150,y-52*bitHeight/150,x+46*bitHeight/150,y+29*bitHeight/150); //right hair
ellipse(x+40*bitHeight/150,y+9*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x+40*bitHeight/150,y+28*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x+40*bitHeight/150,y+47*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x+40*bitHeight/150,y+68*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
ellipse(x+40*bitHeight/150,y+89*bitHeight/150,bitHeight/150*16,bitHeight/150*23);
fill(0,0,0);
arc(x+2*bitHeight/150,y-35*bitHeight/150,bitHeight/150*79,bitHeight/150*-78,1,180); //hat
fill(247, 238, 168); //hat
rect(x-20*bitHeight/150,y-49*bitHeight/150,bitHeight/150*43,bitHeight/150*10); //hat
fill(0,0,0); //black eye
ellipse(x-16*bitHeight/150,y-18*bitHeight/150,bitHeight/150*17,bitHeight/150*14); //eye line
left
ellipse(x+14*bitHeight/150,y-18*bitHeight/150,bitHeight/150*17,bitHeight/150*14); //eye line
right
fill(255,255,255); //eye white
ellipse(x-16*bitHeight/150,y-15*bitHeight/150,bitHeight/150*18,bitHeight/150*13); //left eye
white
fill(83,144,214); //blue eye
ellipse(x-15*bitHeight/150,y-15*bitHeight/150,bitHeight/150*7,bitHeight/150*8); //left eye pupil
fill(255,255,255); //eye white
ellipse(x+14*bitHeight/150,y-15*bitHeight/150,bitHeight/150*18,bitHeight/150*13); //right eye
white
fill(83, 144, 214); //blue eye
ellipse(x+14*bitHeight/150,y-15*bitHeight/150,bitHeight/150*7,bitHeight/150*8); //right eye
pupil
fill(245, 204, 159); //nose fill
rect(x-4*bitHeight/150,y-11*bitHeight/150,bitHeight/150*5,bitHeight/150*18); //nose
ellipse(x-1*bitHeight/150,y+9*bitHeight/150,bitHeight/150*14,bitHeight/150*10); //nose
fill(240, 29, 29); //lip

```

```

    arc(x-2*bitHeight/150,y+20*bitHeight/150,bitHeight/150*34,bitHeight/150*29,-13,196); //lip
    fill(255,255,255); //teeth
    arc(x-2*bitHeight/150,y+22*bitHeight/150,bitHeight/150*28,bitHeight/150*15,-22,209); //teeth
};

```

```

var s = createFont("sans-serif");
var f = createFont("fantasy");

```

```

var currentScene = 0;

```

```

//button function

```

```

var Button = function(config) {
    this.x = config.x || 0;
    this.y = config.y || 0;
    this.width = config.width || 75;
    this.height = config.height || 50;
    this.label = config.label || "Click";
    this.color = config.color || (255, 255, 255);
    this.onClick = config.onClick || function() {};
};
Button.prototype.draw = function() {
    fill(this.color);
    rect(this.x, this.y, this.width, this.height, 5);
    fill(0, 0, 0);
    textSize(19);
    textAlign(LEFT, TOP);
    text(this.label, this.x+10, this.y+this.height/4);
};
Button.prototype.isMouseInside = function() {
    return mouseX > this.x &&
        mouseX < (this.x + this.width) &&
        mouseY > this.y &&
        mouseY < (this.y + this.height);
};
Button.prototype.handleClick = function() {
    if (this.isMouseInside()) {
        this.onClick();
    }
};

```

```

//drawing the start button

```

```

var start = new Button({
    x: 145,

```

```

    y: 150,
    width: 100,
    height: 50,
    label: "start",
    color: color(255, 255, 255),
    onClick: function() {
        currentScene = 1;
    }
});

```

```

//opening screen
var splash = function(){
    currentScene = 0;
    background(139, 148, 166);
    fill(54, 54, 54);
    textFont(f);
    textSize(65);
    text("DRESS UP", 29, 40);
    drawNguyenBitmoji(5, 255, 100);
    drawBeetBitmoji(326, 276, 85);
    start.draw();
    textFont(s);
    textSize(15);
    text("Juliana Nguyen", 20, 360);
    text("Giuliana Beet", 280, 360);
    textSize(50);
    text("&", 190, 285);
};

```

```

var nextScene2 = new Button ({
    x: 319,
    y:338,
    label: "NEXT",
    width: 74,
    backgroundColor: color(255, 170, 0),
    onClick: function ()
    {
        currentScene = 2;
    }
});

```

```

var Body = function (config) {
    this.x = config.x || 100;
    this.y = config.y || 100;
    //this.treeColor = config.treeColor || color(26, 212, 38);
}

```

```
    this.size = config.size || 50;
};
```

//Object method draw for type body. Every body will look similar, comprised of three triangles and a rectangle.

```
Body.prototype.draw = function() {
    noStroke();
    fill(245, 217, 171);
    ellipse(this.x + (this.size/50*40), this.y + (this.size/50*110), (this.size/50)*55,
(this.size/50)*54);
    //triangle(this.x + (this.size/66*62), this.y + (this.size/50*101), (this.size/50)*34,
(this.size/50)*258, this.x + (this.size/66*44), this.x + (this.size/66*251));

    rect(this.x + (this.size/66*26), this.y + (this.size/50*135), (this.size/50)*39, (this.size/50)*48);
    rect(this.x + (this.size/66*26), this.y + (this.size/50*183), (this.size/50)*11, (this.size/50)*48);
    rect(this.x + (this.size/66*61), this.y + (this.size/50*183), (this.size/50)*11, (this.size/50)*48);
};
```

```
var tall = new Button ({
    x: 272,
    y:109,
    label: "TALL",
    width: 62,
    backgroundColor: color(255, 0, 34),
    onClick: function ()
    {
        bodySize = 1;
    }
});
```

//Sets the global variable bodySize to 2

```
var short = new Button ({
    x: 39,
    y:140,
    label: "SHORT",
    width: 81,
    backgroundColor: color(238, 255, 0),
    onClick: function ()
    {
        bodySize = 2;
    }
});
```

```
var bodyShort = new Body ({
```

```

    x: 45,
    y: 95,
    size: 58
  });
  var bodyTall = new Body ({
    x: 250,
    y:46,
    size: 70
  });
  var bodyChoice = new Body ({
    x: 109,
    y:-147,
    size: 109
  });

  var drawScene2 = function()
  {
    background(255, 0, 0);
    fill(0, 0, 0);
    textSize(25);
    text("It is time to go out", 17, 10 );
    text("choose a character", 90, 94);
    bodyTall.x = 250;
    bodyTall.draw();
    bodyShort.x = 45;
    bodyShort.draw();
    short.draw();
    tall.draw();
    if (bodySize > 0 )
    {
      nextScene2.draw();
    }
  };

  var drawDress = function(x,y, h)
  {
    noFill();
    stroke(4);
    triangle(297,280,99,282,197,151);
  };
  //drawDress();
  var blueDress = function(){
    fill(0, 13, 255);
    stroke(4);

```



```
    triangle(297,280,99,282,197,151);  
};
```

```
var redDress = function(){  
    fill(255, 0, 0);  
    stroke(4);  
    triangle(297,280,99,282,197,151);  
};
```

```
var drawScene3 = function() //dress  
{  
  
};
```

```
var updoHair = function(){  
    fill(33, 8, 8);  
    arc(195,63,129,153,-196,13);  
};  
var downHair = function(){  
    fill(33, 8, 8);  
    arc(195,68,120,74,-196,18);  
    rect(136,70,24,136);  
    rect(231,70,24,136);  
};
```

```
var drawScene4 = function() //hair  
{  
};
```

```
var drawScene5 = function() //shoes  
{  
    //click to add shoes  
    mouseReleased = function() {  
        fill(194, 167, 167);  
        ellipse(mouseX, mouseY, 36, 20);  
    };  
};
```

```
//making the start button work on click
```

```
mouseClicked = function() {  
    start.handleMouseClicked();  
};
```

```
draw = function() {  
    if(currentScene === 0){  
        splash();  
    }  
    if(currentScene === 1) {  
        drawScene2();  
    }  
};
```