Robot or Car Project

CS & Coding Class - Spring 2022 - 6A1 & 6A2

Students drew a robot or vehicle on a planning grid, then wrote p5/Javascript code to create their design.

MUST HAVES	MAKE IT AWESOMES
- I have drawn my robot or car on paper or on a planning slide. - My code creates the robot or car I drew. - My robot or car design includes: - At least 4 colors - At least 6 shapes (can be same or different types) - My code removes the helper grid & helper coordinates and has a specified background color. - Code runs with no errors	- My robot or car design uses additional options for shapes and/or color: rounded corners on rectangles/squares, transparency value for color. - My code uses comments to describe each part of my design. - My project uses at least one additional p5 shape: arc, complex shape, or quad. - My project uses text and a Google font to style the text.

```
1
2 ▼ function setup() {
3     createCanvas(400, 400);
4
5 }
6
7 ▼ function draw() {
8     fill(255,0,0 );
9     // To turn off the grid, comment out the next
   line
10    // (put // in front of the line)
11    //image(img, 0, 0, 400, 400);
12
13   // code your robot or car below
14
15
16    fill(255, 0, 0);
17    rect(100, 80.140, 100);
18    fill(255, 97, 0);
19
20     rect(120, 180,60, 80);
21    fill(255, 224, 0);
22    rect(100, 180, 20, 70);
23    fill(0, 255, 40 )
24    rect( 137, 119, 25, 1) ;
25    fill(0, 247, 255 );
26    rect( 137, 119, 25, 15) ;
27    rect( 182, 180, 102, 26);
28    rect( 182, 180, 102, 24);
29    rect(105,45,16,56);
30
31    //writes mouseX and mouseY variables on the
   canvas
32    textSize(15);
33    fill(255);
34    stroke(0);
35    strokeWeight(2);
36    // comment out ([ut // in front) of the next
   line when done!
37    text("x: " + int(mouseX) + " ,y:  " +
   int(mouseY), 30, 30);
38
39 }
```

X: 526 ,y: 181
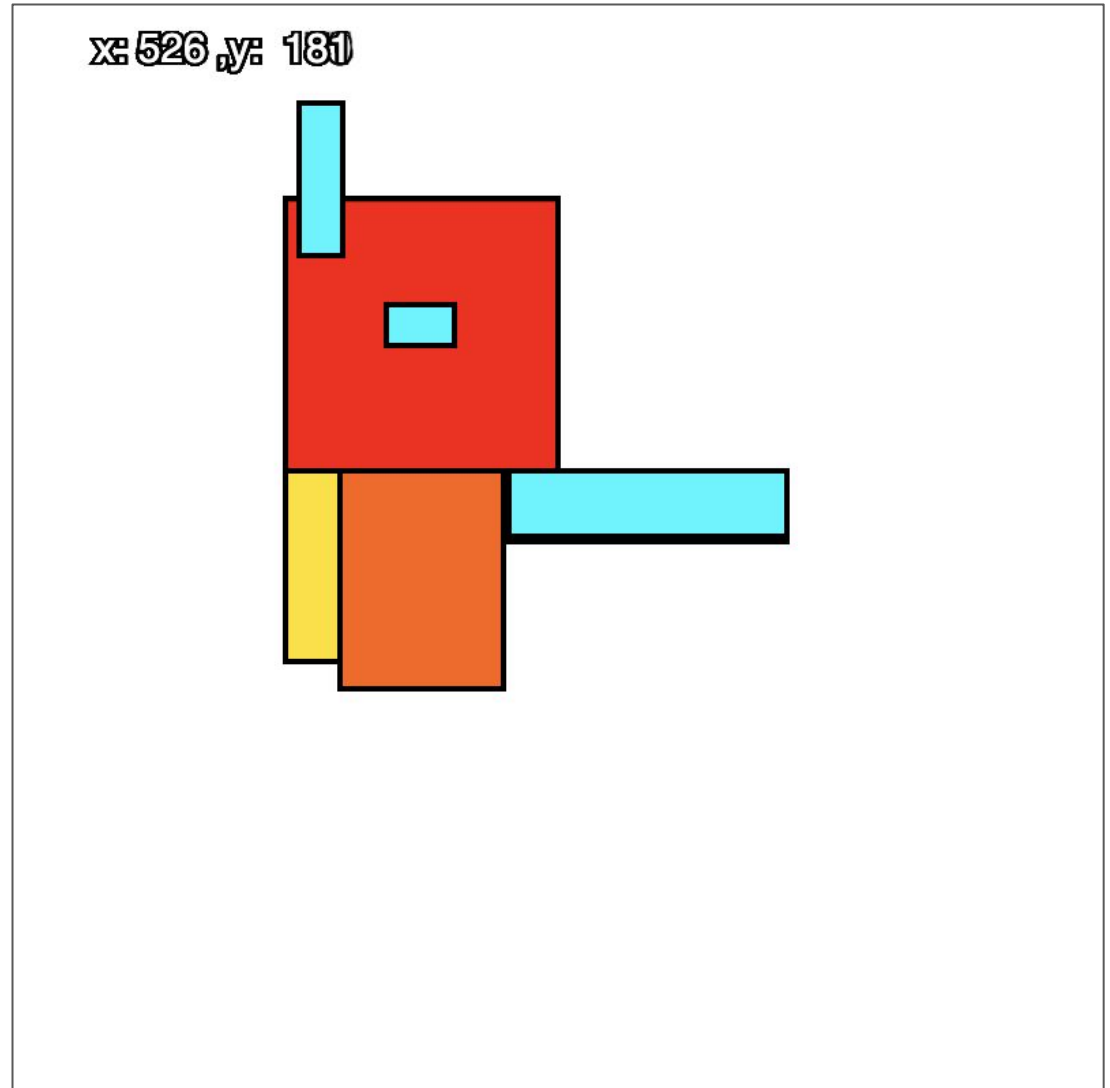
```
1
2  function setup() {
3    createCanvas(400, 340);
4
5  }
6
7  function draw() {
8    background(10, 1, 27);
9
10 ellipse(50, 50, 60, 60)
11 fill(10, 1, 27)
12 noStroke()
13 ellipse(67, 50, 50, 50)
14 fill(49, 47, 52)
15 rect(0, 210, 400, 130)
16 fill(252, 222, 3)
17 rect(20, 270, 40, 10)
18 rect(120, 270, 40, 10)
19 rect(220, 270, 40, 10)
20 rect(320, 270, 40, 10)
21 fill(300)
22 beginShape()
23 vertex(40, 200)
24 vertex(120, 140)
25 vertex(280, 140)
26 vertex(280, 240)
27 vertex(40, 240)
28 endShape(CLOSE)
29 fill(0)
30 ellipse(80, 256, 40, 40)
31 ellipse(240, 256, 40, 40)
32 fill(153, 152, 146)
33 stroke(238, 238, 237)
34 strokeWeight(3)
35 ellipse(80, 256, 15, 15)
36 ellipse(240, 256, 15, 15)
37 fill(10, 1, 27, 300)
38 strokeWeight(0)
39 triangle(120, 160, 70, 200, 120, 200)
40 fill(253, 212, 123)
41 rect(80, 90, 220, 20, 20)
42 fill(178, 9, 9)
43 rect(80, 100, 220, 40, 50)
44 fill(253, 212, 123)
45 rect(80, 120, 220, 20, 20)
46 fill(226, 229, 8)
47 strokeWeight(5)
48 stroke(226, 229, 8)
49 line(87, 110, 290, 110)
50 fill(198, 44, 20)
51 strokeWeight(4)
52 textFont("Signika")
53 textSize(30)
54 stroke(198, 44, 2)
55 text("GLIZZY", 150, 190)
56 text("MOBILE", 150, 220)
57 fill(255, 255, 255)
58 noStroke()
59 text("*", 340, 50)
60 text("*", 160, 60)
61 text("*", 250, 80)
62 text("*", 360, 120)
63 text("*", 90, 80)
64 fill(120, 110, 110)
65 rect(280, 220, 20, 10)
66 fill(92, 88, 88, 50)
67 ellipse(320, 230, 30, 30)
68 ellipse(310, 210, 30, 30)
69 ellipse(330, 220, 30, 30)
70
71   //writes mouseX and mouseY variables on the canvas
72   textSize(15);
73   fill(255);
74   stroke(0);
75   strokeWeight(2);
76   // comment out ([ut // in front) of the next line when done!
77   //text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
78
79
80 }
```

```javascript
function setup() {
  createCanvas(400, 400);

}

function draw() {
  background(220);

  // To turn off the grid, comment out the next line
  // (put // in front of the line)
  //image(img, 0, 0, 400, 400);

  // code your robot or car below


  fill(240, 118, 118)
  rect(100, 60, 200, 60)

    fill(144, 140, 140)
  rect(99, 117, 5, 68)
    rect(299, 120, 5, 68)

    fill(36, 33, 33)
    rect(81, 183, 250, 80)

    fill(255, 186, 222)
    ellipse(120, 266, 50, 50)

  ellipse(293, 268, 50, 50)
    fill(186, 189, 255)
    ellipse(171, 85, 20, 20)
  fill(255, 186, 222)

    ellipse(265, 91, 20, 20)

    fill(2, 227, 50)
    ellipse(107, 94, 20, 20)
  fill(80, 100, 142)

    fill(255, 237, 186)
  textFont("Bebas Neue")
  text("advertisement truck", 170, 30)

    //writes mouseX and mouseY variables on the canvas
    textSize(15);
    fill(255);
    stroke(0);
    strokeWeight(2);
    // comment out ([ut // in front) of the next line when done!
    text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);

  arc(33, 79, 30, 30, 10, 10)

  fill(204, 255, 247)
  ellipse(207, 78, 20, 20)


  fill(230, 87, 255)
  ellipse(138, 100, 20, 20)

  fill(255, 252, 188)
  ellipse(219, 99, 20, 20)

}
```
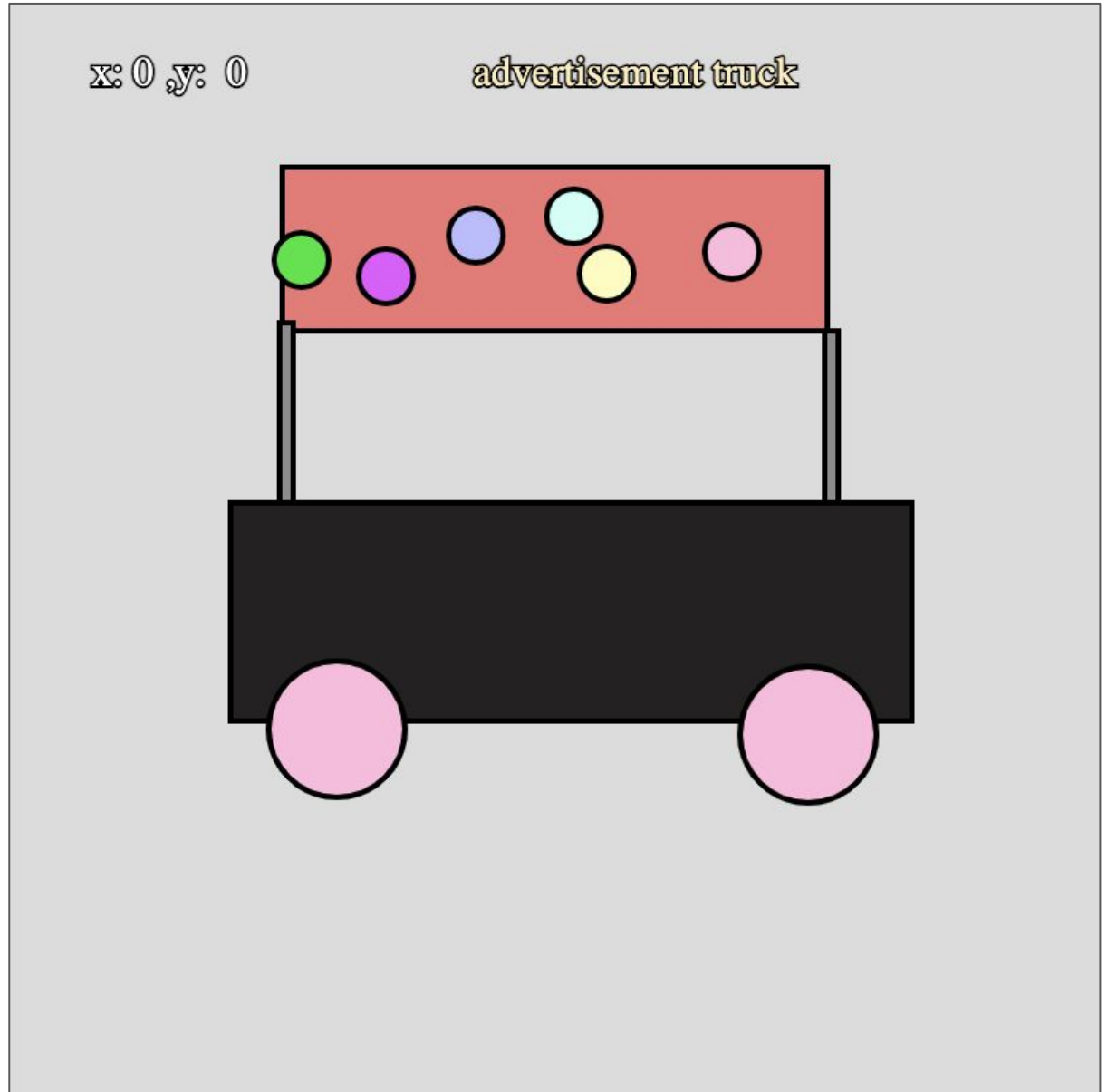
```
1
2 v function setup() {
3     createCanvas(400, 400);
4 }
5
6 v function draw() {
7
8     background(0, 0, 255);
9     fill(255, 247, 0)
10
11 beginShape();
12 stroke(193, 144, 37)
13 vertex(337,190);
14 ____rVertex(215,287,67,221,72,292);
   any
15      rVertex(78,304,331,329,337,190);
16 endShape()
17  stroke (0, 0, 0)
18   fill(0, 0, 0)
19   ellipse(128, 321, 40, 40)
20   fill(216, 216, 216)
21 ellipse(128, 321, 20, 20)
22   fill(0, 0, 0)
23   ellipse(223, 316, 40, 40)
24   fill(0, 0, 0)
25   ellipse(223, 316, 40, 40)
26   fill(216, 216, 216)
27  ellipse(223, 316, 20, 20)
28   fill(0, 0, 255)
29   rect(106, 264, 30, 30, 5)
30   fill(0, 255, 0)
31   textSize(30)
32   textFont("bungee")
33   text("NaNa", 177, 273)
34   fill(85, 85, 85 )
35   rect(0, 335, 400, 65)
36   fill(255, 247, 0)
37   rect(40, 362, 50, 20)
38   rect(165 , 362, 50, 20)
39   rect(290, 362, 50, 20)
40   fill(255, 255, 255)
41   ellipse(80, 84, 196, 99)
42
43
44   //writes mouseX and mouseY variables on the
   canvas
45   textSize(15);
46   fill(255);
47   stroke(0);
48   strokeWeight(2);
49   // comment out ([ut // in front) of the next
   line when done!
50   // text("x: " + int(mouseX) + " ,y:  " +
   int(mouseY), 30, 30);
51
52 }
```
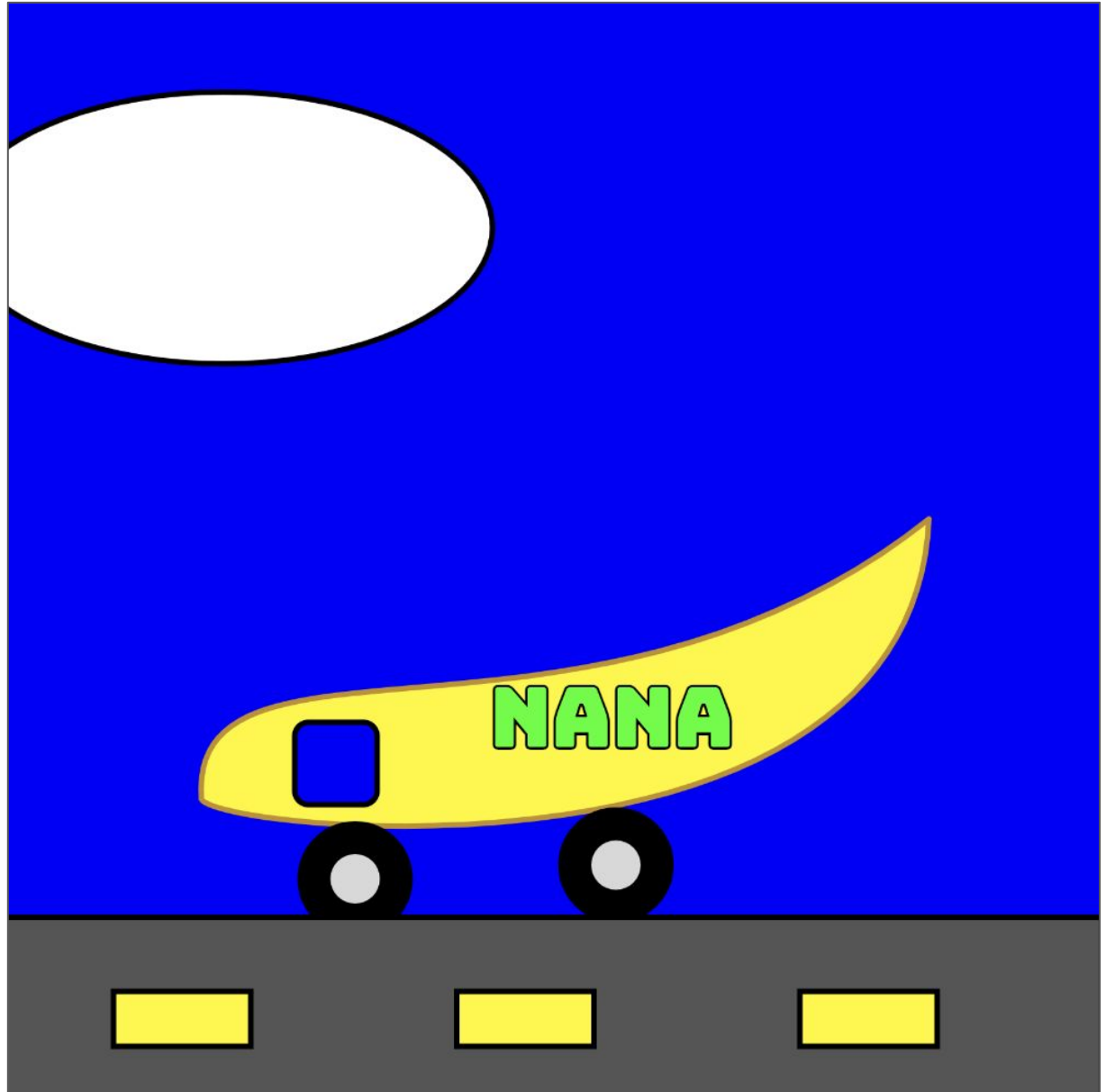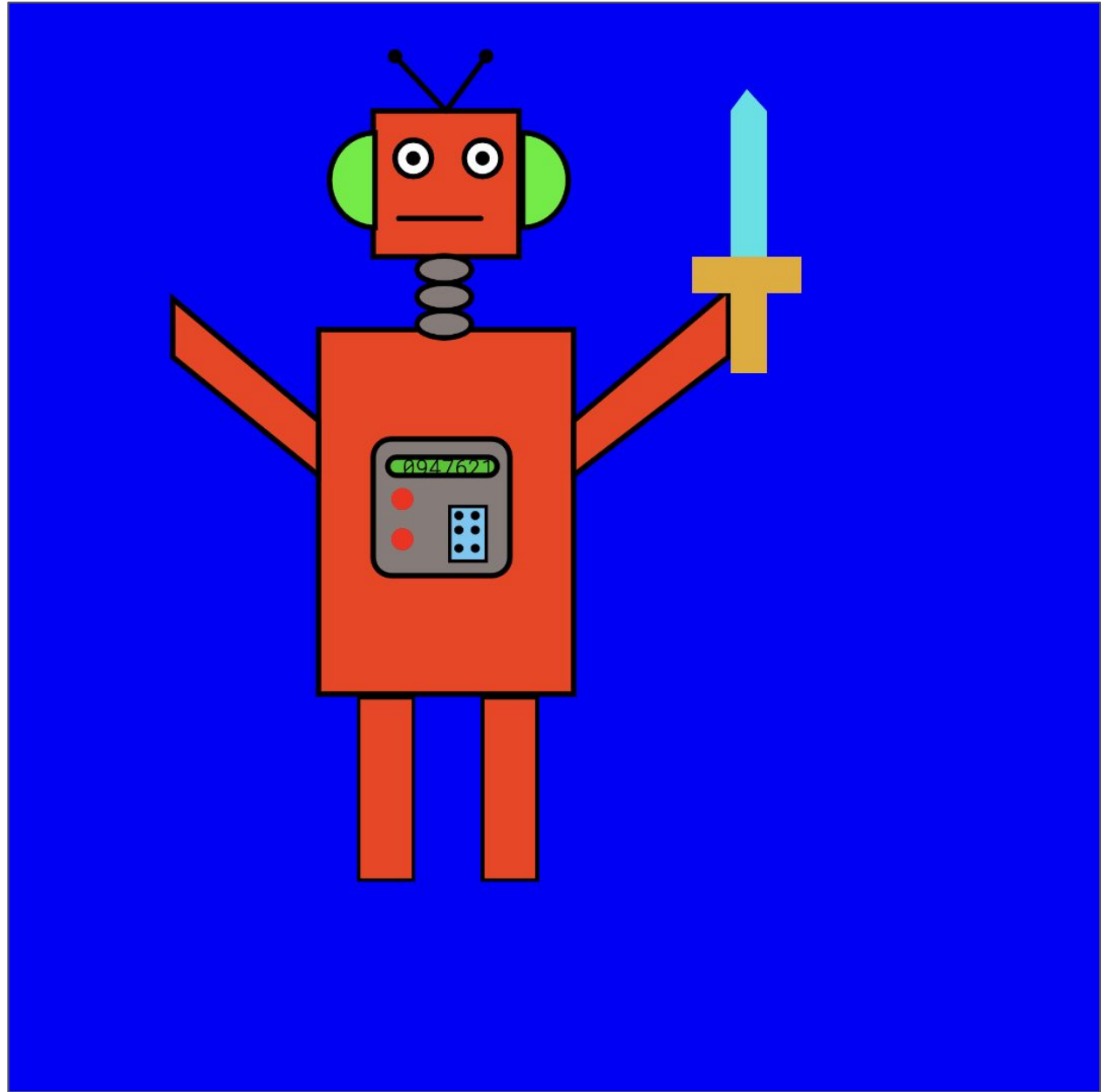
```
1
2  function setup() {
3    createCanvas(600, 600);
4    angleMode(DEGREES);
5  }
6
7  function draw() {
8    background(0, 0, 255);
9    // code your robot or car below
10   fill(250, 52, 6)
11   rect(200, 60, 80, 80)
12   stroke(0, 0, 0)
13    fill(0, 0, 0)
14    line(240, 60, 212, 30)
15   line(240, 60, 262, 30)
16   circle(262, 30, 5)
17    circle(212, 30, 5)
18   fill(46, 238, 12)
19    arc(201, 98, 50, 52, 90, 270, PIE)
20   arc(282, 98, 50, 52, 270, 450, PIE)
21   fill(255, 255, 255)
22   ellipse(222, 86, 20, 20)
23   ellipse(260, 86, 20, 20)
24   line(214, 119, 259, 119)
25    fill(0, 0, 0)
26    ellipse(222, 86, 5)
27   ellipse(260, 86, 5)
28    fill(250, 52, 6)
29    rect(170, 180, 140, 200)
30    fill(135, 124, 121)
31    ellipse(239, 147, 30, 15)
32    ellipse(239, 162, 30, 15)
33    ellipse(239, 177, 30, 15)
34    fill(250, 52, 6)
35   quad(310, 230, 310, 260, 395, 195, 395, 158)
36    quad(170, 230, 170, 260, 90, 195, 90, 163)
37    fill(135, 124, 121)
38    rect(200, 240, 75, 75, 10)
39    fill(29, 198, 9)
40    rect(208, 250, 60, 10, 10)
41    textSize(12)
42    strokeWeight(0)
43    fill(0, 0, 0)
44    textFont("Roboto Mono")
45    text("0947621", 216, 260)
46    fill(255, 2, 2)
47    circle(216, 273, 12)
48    circle(216, 295, 12)
49   fill(101, 201, 244)
50    strokeWeight(2)
51    rect(242, 277, 20, 30)
52    fill(0, 0, 0)
53    ellipse(247, 282, 3)
54    ellipse(256, 282, 3)
55    ellipse(256, 290, 3)
56    ellipse(256, 300, 3)
57    ellipse(247, 290, 3)
58    ellipse(247, 300, 3)
59    strokeWeight(0)
60   fill(231, 171, 26)
61    rect(396, 159, 20, 45)
62    rect(375, 140, 60, 20)
63    fill(26, 227, 231)
64   rect(396, 60, 20, 80)
65   triangle(396, 60, 416, 60, 405, 48)
66   fill(250, 52, 6)
67   strokeWeight(2)
68   rect(192, 382, 30, 100)
69    rect(260, 382, 30, 100)
70    //writes mouseX and mouseY variables on the canvas
71    textSize(15);
72    fill(255);
73    stroke(0);
74    strokeWeight(3);
75    // comment out ([ut // in front) of the next line when done!
76    // text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 300);
77  }
78
```
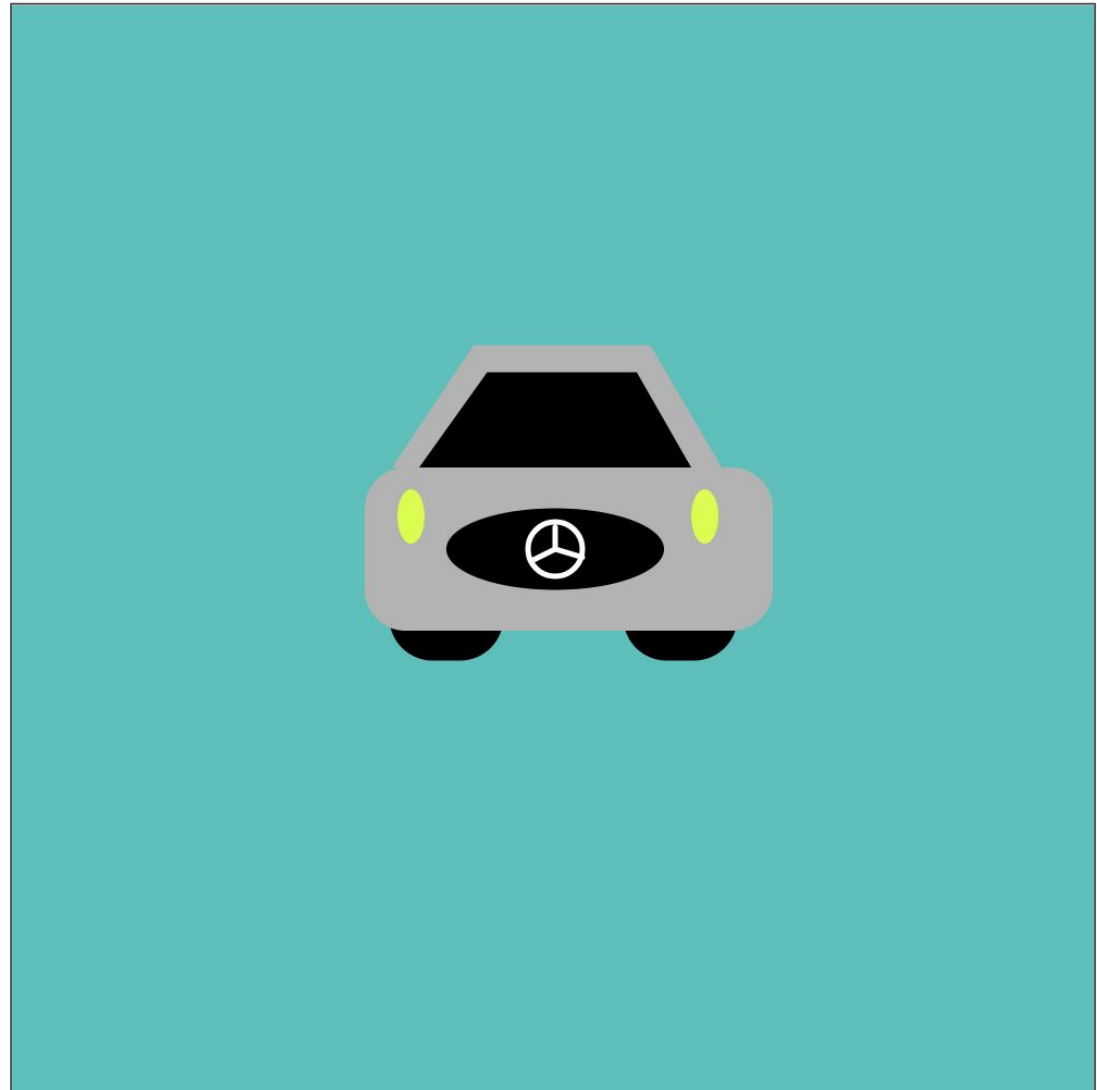
```
1
2  function setup() {
3    createCanvas(400, 400);
4
5  }
6
7  function draw() {
8    background(40, 194, 188);
9   // code your robot or car below
10
11 //wheels
12   fill(0,0,0)
13   rect(140,210,40,30,50)
14   rect(226,210,40,30,50)
15   //body of car
16
17   fill(179, 179, 179)
18   noStroke()
19   rect(130,170,150,60,15)
20         quad(140,170,170,125,235,125,270,185)
21   fill(0,0,0)
22
23   ellipse(200,200,80,30)
24   quad(150,170,175,135,230,135,250,170)
25   fill(210, 253, 3)
26   ellipse(147,188,10,20)
27    ellipse(255,188,10,20)
28   stroke(255,255,255)
29   fill(0,0,0)
30 ellipse(200,200,20,20)
31     line(200,192,200,200)
32   line(200,200,192,204)
33   line(200,200,210,203)
34
35   //writes mouseX and mouseY variables on the canvas
36   textSize(15);
37   fill(255);
38   stroke(0);
39   strokeWeight(2);
40   // comment out ([ut // in front) of the next line when done!
41  // text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
42
43 }
```
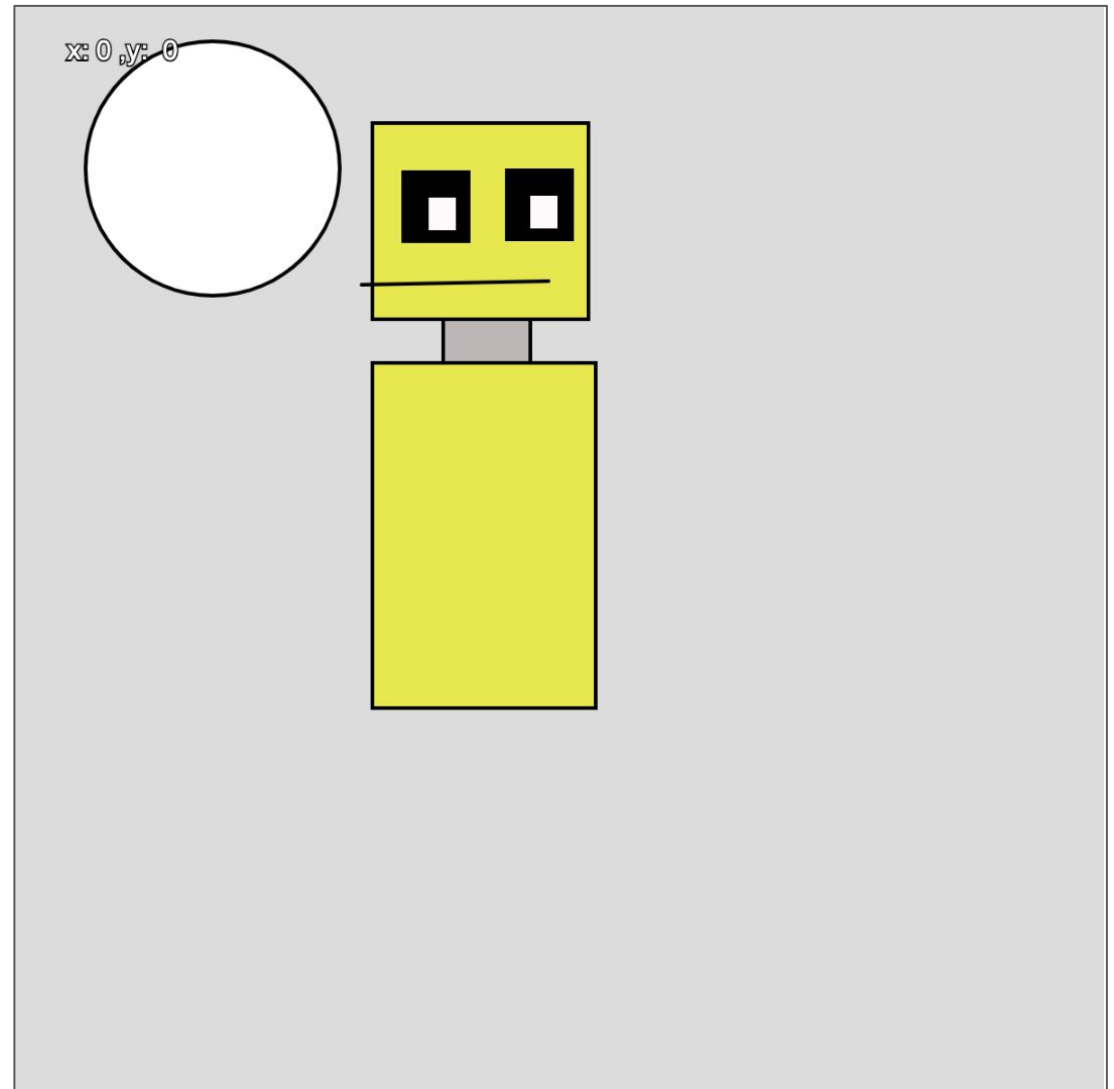
```
1
2 function setup() {
3   createCanvas(601,600);
4
5 }
6
7 function draw() {
8   background(220);
9
10   // code your robot or car below
11
12 rect(23, 183)
13 ellipse(110, 90, 140)
14
15 fill(190, 182, 183)
16 rect(237,153,48,48)
17 fill(231, 231, 26);
18 rect(198,65,119,108);
19 fill(255, 250, 251)
20 fill(231, 231, 26)
21 rect(198,197,123,190)
22
23 line(295,152,192,154)
24
25 fill(1,1,1)
26 rect(215,92,36,38)
27 fill(255, 250, 251)
28 rect(228,105,17,20)
29
30 fill(1,1,1)
31 rect(272,91,36,38)
32 fill(255, 250, 251)
33 rect(284,104,17,20)
34
35   //writes mouseX and mouseY variables on the canvas
36   textSize(15);
37   fill(255);
38   stroke(0);
39   strokeWeight(2);
40   // comment out ([ut // in front) of the next line when done!
41   text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
42
43 }
```

```javascript
1
2  function setup() {
3    createCanvas(600, 600);
4
5  }
6
7  function draw() {
8    background(18,164,171);
9
10   // code your robot or car below
11   fill(62,167,11)
12   quad(80,20,260,20,260,200,80,200)
13
14   fill(238,167,22)
15   square(100,40,20)
16   square(140,40,20)
17   square(140,80,20)
18   square(100,80,20)
19   square(180,40,20)
20   square(220,40,20)
21   square(220,80,20)
22   square(180,80,20)
23   square(120,140,20)
24   square(140,140,20)
25   square(160,140,20)
26   square(180,140,20)
27   square(200,140,20)
28   square(120,160,20)
29   square(140,160,20)
30   square(160,160,20)
31   square(180,160,20)
32   square(200,160,20)
33   square(160,200,20)
34   square(180,220,20)
35   square(140,220,20)
36   square(160,240,20)
37   square(200,220,20)
38   square(220,220,20)
39   square(240,220,20)
40   square(240,240,20)
41   square(240,260,20)
42   square(140,260,20)
43   square(140,280,20)
44   square(140,300,20)
45   square(140,320,20)
46   square(120,300,20)
47   square(100,300,20)
48   square(100,320,20)
49   square(120,320,20)
50
51
52   fill(18,164,171)
53   square(120,60,20)
54   square(200,60,20)
55
56   fill(238,53,22)
57   square(100,60,20)
58   square(120,40,20)
59   square(140,60,20)
60   square(120,80,20)
61   square(200,40,20)
62   square(220,60,20)
63   square(180,60,20)
64   square(200,80,20)
65   square(140,200,20)
66   square(180,200,20)
67   square(140,240,20)
68   square(180,240,20)
69   square(160,220,20)
70   square(120,220,20)
71   square(100,220,20)
72   square(80,220,20)
73   square(80,240,20)
74   square(80,260,20)
75   square(180,260,20)
76   square(180,280,20)
77   square(180,300,20)
78   square(180,320,20)
79   square(200,300,20)
80   square(220,300,20)
81   square(220,320,20)
82   square(200,320,20)
83
84   //writes mouseX and mouseY variables on the canvas
85   textSize(15);
86   fill(255);
87   stroke(0);
88   strokeWeight(2);
89   // comment out ([ut // in front) of the next line when done!
90   // text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
91
92  }
```
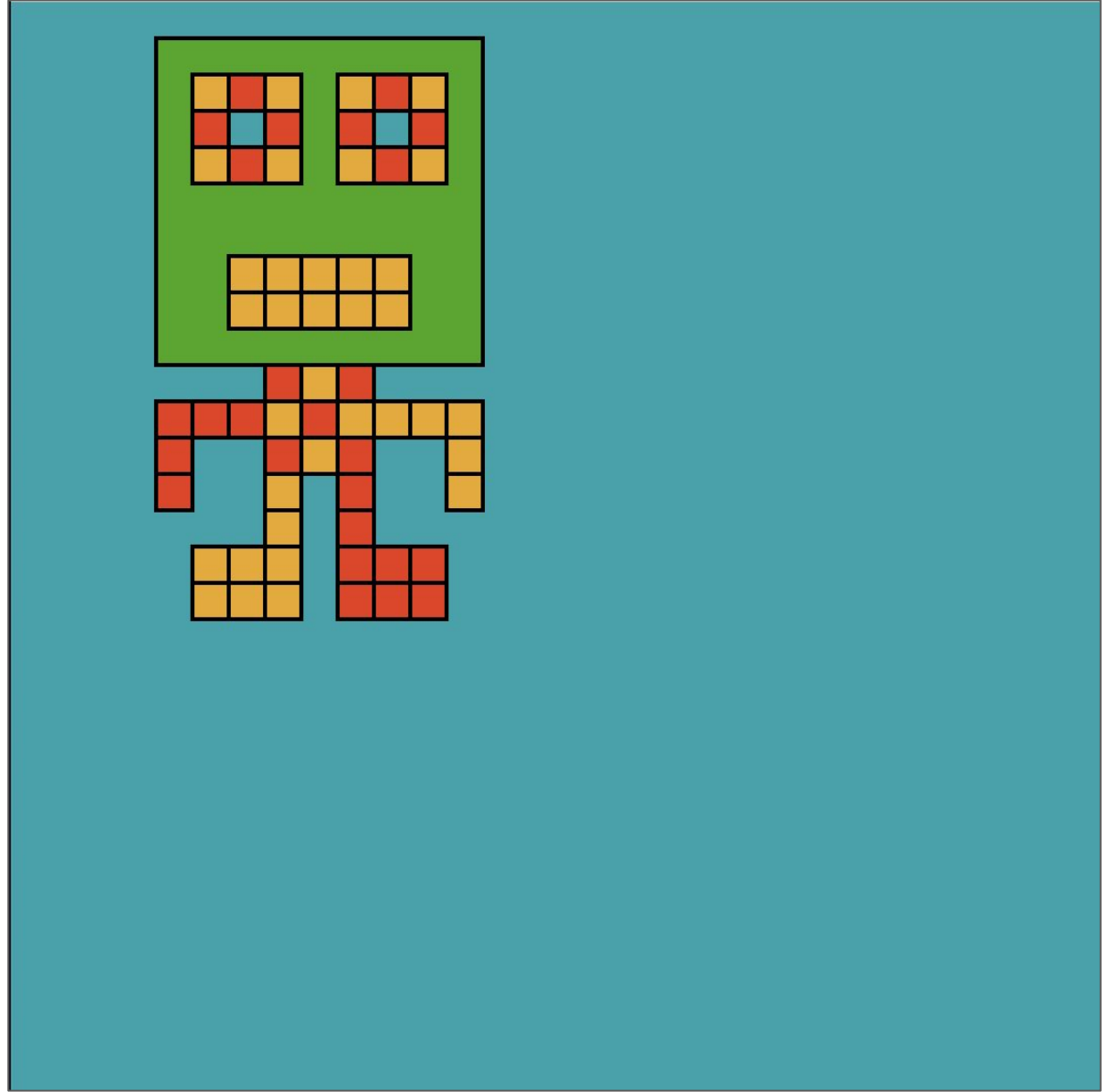
```
1 v function setup() {
2     createCanvas(400, 400);
3   }
4
5 v function draw() {
6     background(255, 192, 51);
7     stroke(113, 24, 187)
8     fill(24, 162, 187)
9     ellipse(199,97,98,101);
10    rect(115,135,170,105);
11    fill(24, 187, 57)
12    rect(156,171,231,32);
13    rect(18,185,231,32);
14    rect(100,201,26,179);
15    rect(250,201,26,179);
16  }
17
```
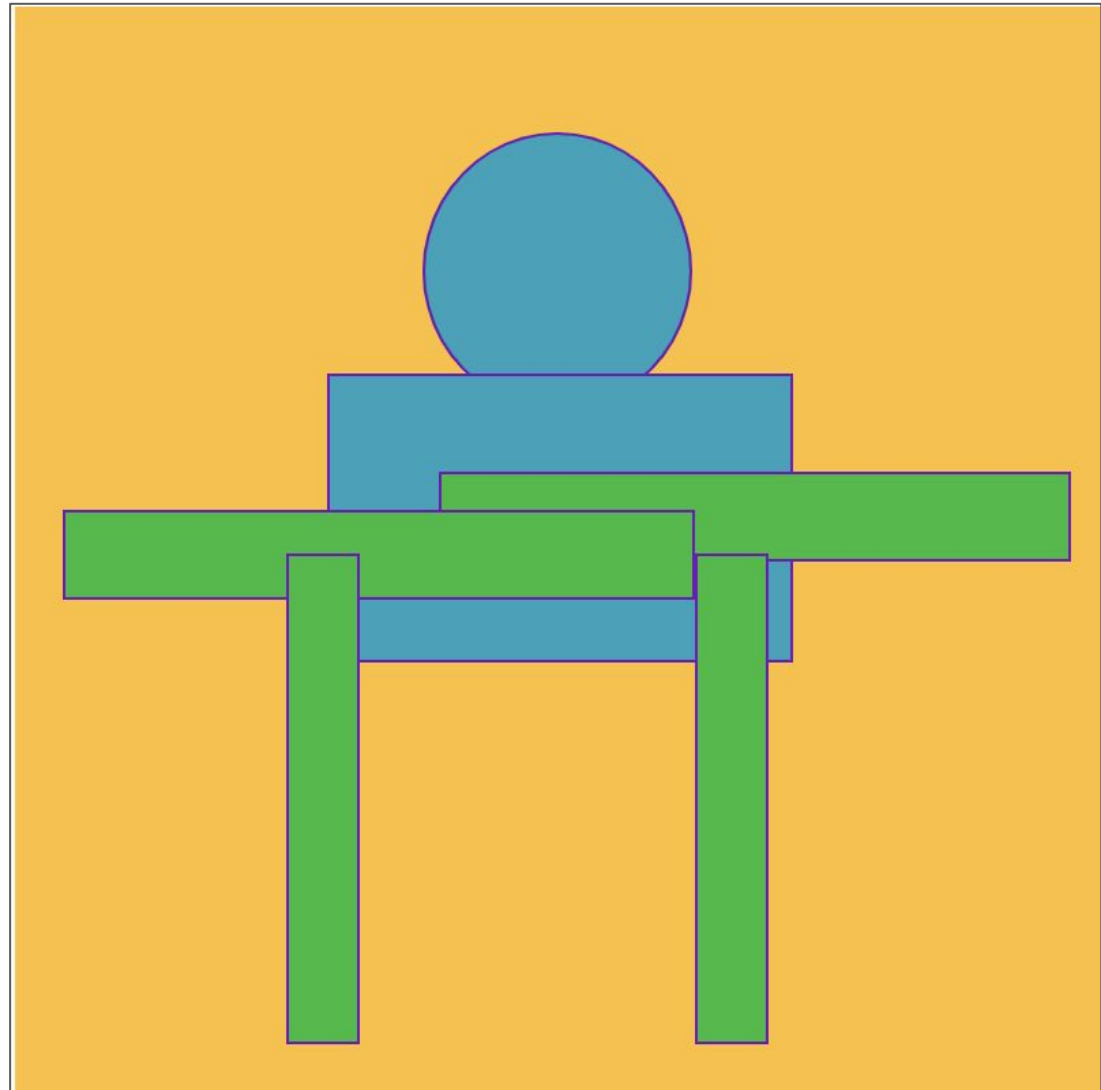
```
1
2  function setup() {
3    createCanvas(400, 400);
4
5  }
6
7  function draw() {
8
9    background(255, 51, 177);
10   strokeWeight(7)
11   stroke(255, 51, 193);
12   rect(150,86,85,78);
13   line(161,138,223,138);
14 ellipse(172,115,18,16);
15 ellipse(209,116,18,16);
16   rect(139,154,108,141);
17   rect(149,296,43,118);
18 rect(194,296,43,118)
19   rect(252,160,30,118);
20     rect(109,160,30,118);
21 strokeWeight(2.5)
22   rect(212,200,12,19);
23 ellipse(186,208,52,54);
24  strokeWeight(1)
25   line(160,204,198,231);
26   bezier(202,203,216,211,132,163,200,231);
27
28 fill(255, 134, 194, 200)
29
30   rect(235,6,70,50);
31
32   strokeWeight(2)
33   stroke(255,255,255)
34   text("hiiii", 251,32)
35 bezier(212,136,205,179,190,172,178,136);
36
37   // To turn off the grid, comment out the next line
38   // (put // in front of the line)
39   //image(img, 0, 0, 400, 400);
40   //writes mouseX and mouseY variables on the canvas
41   textSize(15);
42   fill(255);
43   stroke(0);
44   strokeWeight(2);
45   // comment out ([ut // in front) of the next line when done!
46  // text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30)
47
48 }
```
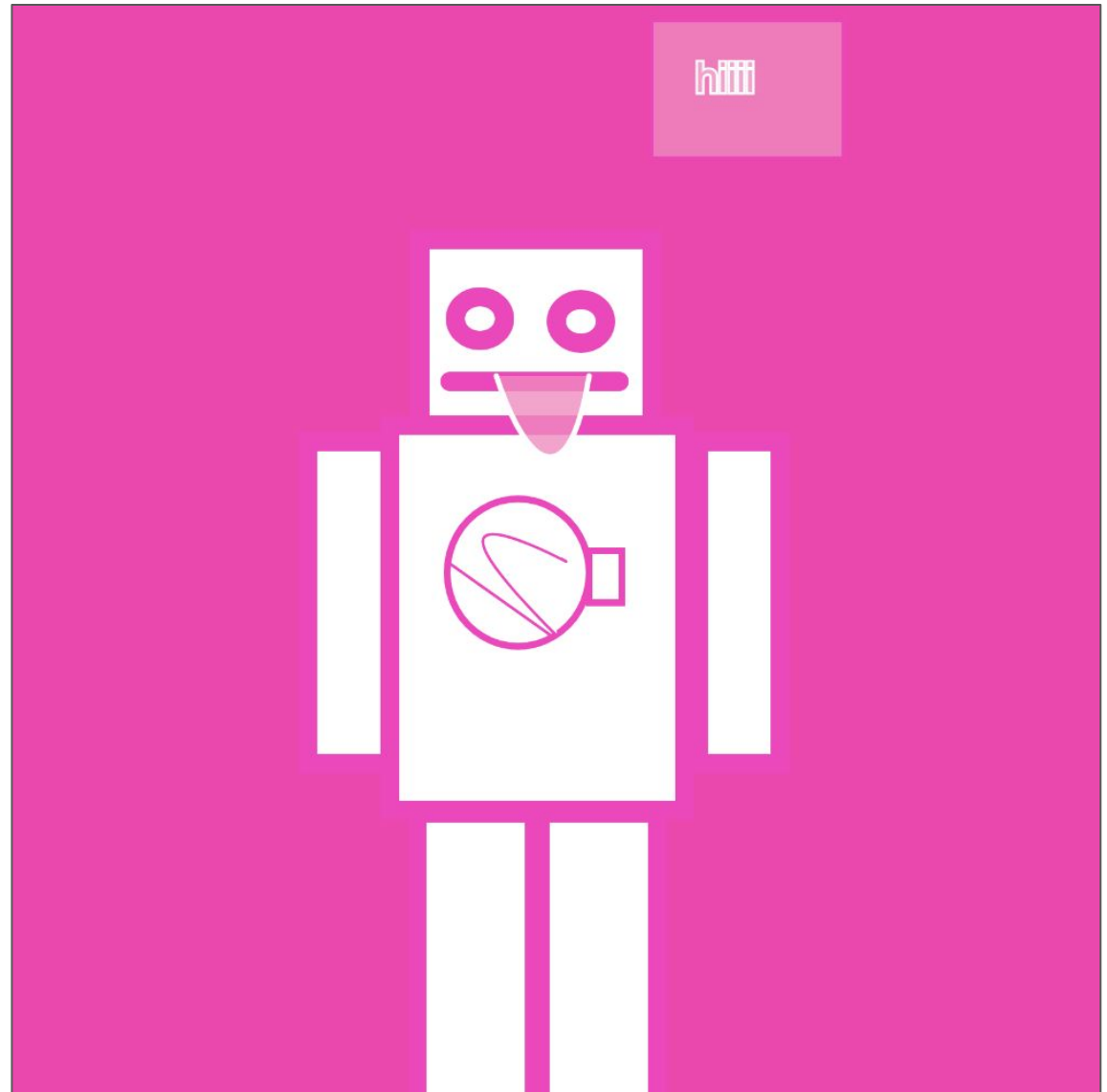
```javascript
function setup() {
  createCanvas(400, 400);

}

function draw() {
  background(220);

  // code your robot or car below
  fill(255,0,0)
  rect(80,100,180,120)
  triangle(260,100,340,220,260,220)
  fill(170,223,233)
  triangle(266,116,266,160,295,160)
  rect(100,120,60,40)
  rect(180,120,60,40)
  stroke(0,0,0)
  strokeWeight(5)
  line(150,180,170,180)
  line(230,180,250,180)
  fill(0,0,0)
  ellipse(115,220,50,50)
  ellipse(222,221,50,50)
  stroke(255,0,0)
  strokeWeight(10)
  line(168,101,168,56)
  line(168,56,191,48)
  rect(191,48,5,7)
  stroke(10,133,156)
  strokeWeight(10)
  line(211,39,238,31)
  line(211,48,246,48)
  line(211,55,238,72)
  strokeWeight(0)
  text("weewoo",38,66)
  //writes mouseX and mouseY variables on the
canvas
  textSize(15);
  fill(255);
  stroke(0);
  strokeWeight(2);
  // comment out ([ut // in front) of the next
line when done!
  text("x: " + int(mouseX) + " ,y:  " +
int(mouseY), 30, 30);

}
```
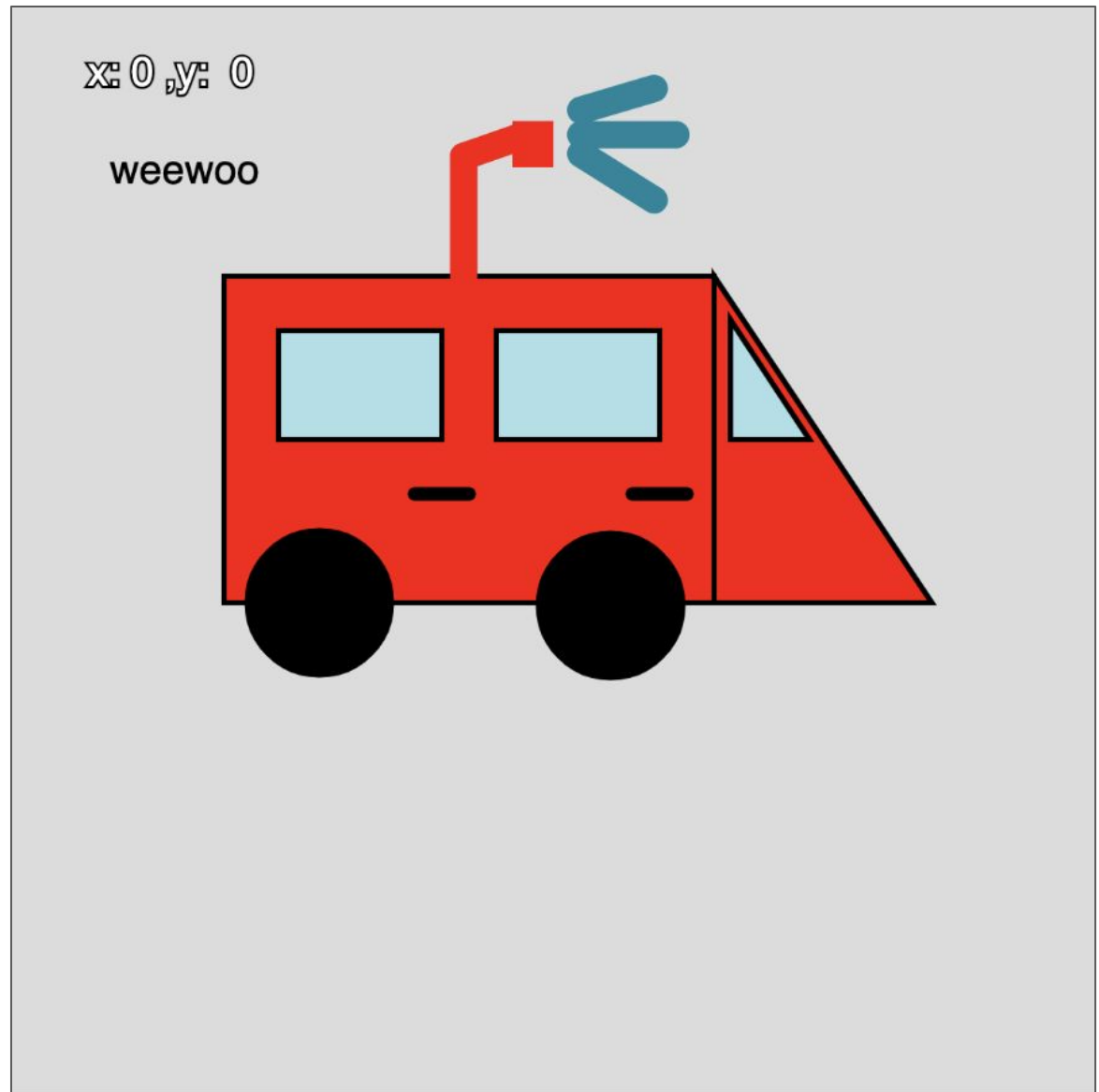
```
1
2  function setup() {
3    createCanvas(540, 400);
4  }
5
6  function draw() {
7    background(14, 26, 137);
8
9    // code your robot or car below
10
11   //muffler/gas cloud
12   stroke(150,150,150,128);
13   fill(150,150,150,180);
14   rect(30,276,10,10);
15   ellipse(20,271,20,20);
16   ellipse(6,290,20,20);
17   ellipse(24,288,10,10);
18   ellipse(7,274,15,15);
19   ellipse(18,286,10,10);
20   ellipse(23,282,20,20);
21   ellipse(19,298,20,20);
22
23     //body of car
24   stroke(224, 52, 52 );
25   fill(224, 52, 52 );
26   rect(48,268,300,50);
27   stroke(14, 26, 137);
28   fill(14, 26, 137);
29   triangle(37,289,71,315,37,316);
30   //triangle(314,258,342,278,344,258);
31   triangle(346,302,342,310,338,308);
32
33     //road
34   stroke(100, 95, 95);
35   fill(100, 95, 95);
36   rect(0,310,540,230);
37   strokeWeight(10);
38   stroke(250, 255, 145);
39   //line(0,356,540,356);
40
41   //top of car
42   stroke(224, 52, 52 );
43   fill(224, 52, 52 );
44   quad(65,260,137,284,222,284,295,260);
45
46   //car details
47   strokeWeight(2);
48   stroke(255, 143, 171  );
49   line(48,276,340,276);
50   line(48,291,340,291);
51
52   //wheels
53   strokeWeight(7);
54   stroke(44, 44, 44)
55   fill(146, 146, 146);
56   ellipse(99,309,50,50);
57   ellipse(260,309,50,50);
58
59   //middle of wheels
60   strokeWeight(2);
61   stroke(100);
62   fill(350);
63   ellipse(99,309,9,9);
64   ellipse(260,309,9,9);
65
66   //headlights
67   stroke(255, 255, 94,0);
68   fill(255, 255, 94,150);
69   triangle(344,284,516,264,516,318);
70
71   //windows
72   stroke(350,350,350,0);
73   fill(350);
74   triangle(225,206,225,260,292,258);
75   rect(148,204,80,55);
76   triangle(137,204,136,260,69,260);
77   stroke(146,146,146,0);
78   fill(146,146,146,180);
79   triangle(225,206,225,260,292,258);
80   rect(148,204,80,55);
81   triangle(137,204,136,260,69,260);
82
83   //moon
84   stroke(350);
85   fill(350);
86   ellipse(60,60,70,70);
87   stroke(14, 26, 137);
88   fill(14, 26, 137);
89   ellipse(70,63,60,60);
90
91   //stars
92   stroke(350);
93   fill(350);
94   text("*", 120,150);
95   text("*", 200,100);
96   text("*", 310,90);
97   text("*", 400,250);
98   text("*", 450,110);
99   text("*", 22,190);
100  text("*", 137,30);
101  text("*", 423,7);
102  text("*", 299,170);
103  text("*", 510,215);
104
105  }
```
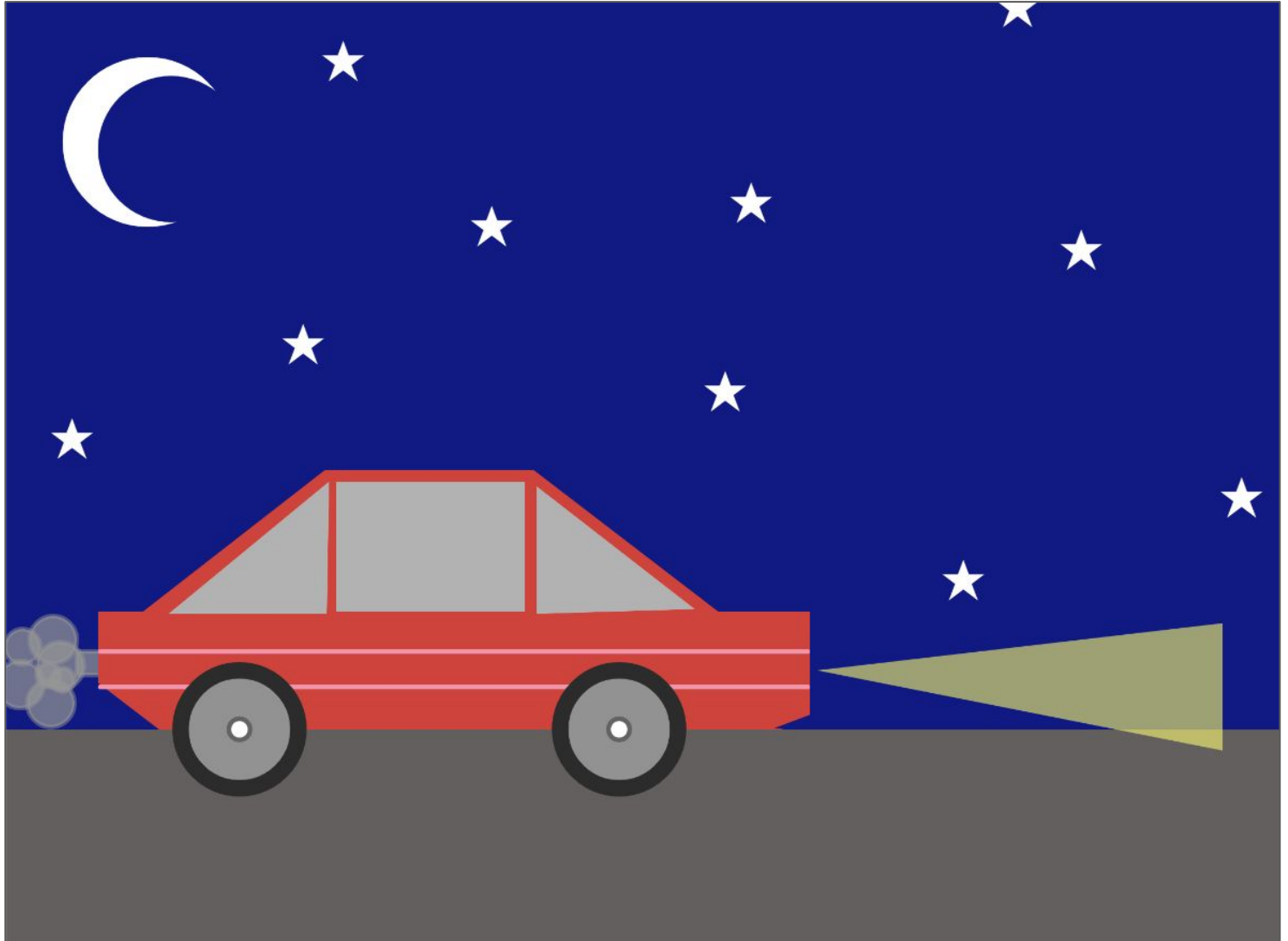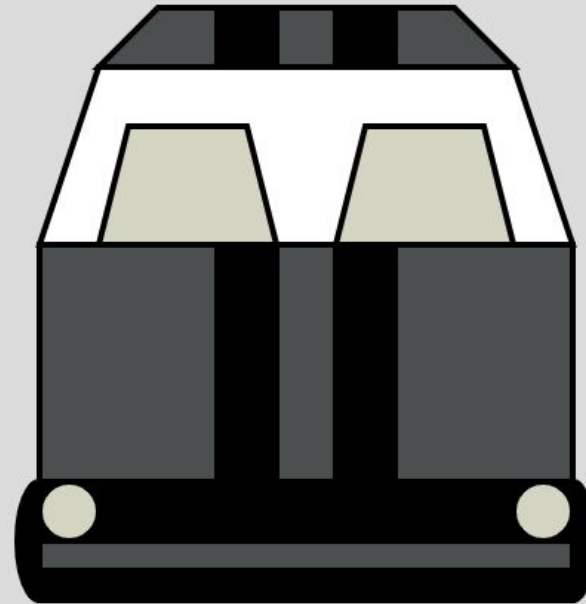
```
1
2  function setup() {
3    createCanvas(400, 400);
4
5  }
6
7  function draw() {
8    background(220);
9
10  // code your robot or car below
11  quad(140,160,280,160,300,220,120,220);
12   fill(74, 79, 80)
13    quad(160,140,260,140,280,160,140,160);
14   rect(120,220,180,80);
15   fill(0,0,0);
16   rect(180,140,20,20);
17   rect(220,140,20,20);
18   rect(180,220,20,80);
19   rect(220,220,20,80);
20   fill(229, 229, 3);
21   fill(0,0,0);
22   ellipse(120,320,15,40);
23   ellipse(300,320,14,40);
24   rect(120,300,180,40);
25    fill(74, 79, 80);
26   rect(120,320,180,10);
27   fill(213, 213, 193);
28   ellipse(130,310,20,20);
29   ellipse(290,310,20,20);
30   quad(140,220,150,180,190,180,200,220);
31   quad(220,220,230,180,270,180,280,220);
32
33   //writes mouseX and mouseY variables on the
   canvas
34   textSize(15);
35   fill(255);
36   stroke(0);
37   strokeWeight(2);
38   // comment out ([ut // in front) of the next
   line when done!
39   //text("x: " + int(mouseX) + " ,y:  " +
   int(mouseY), 30, 30);
40
41  }
```

```
1
2  function setup() {
3    createCanvas(400, 400);
4
5  }
6
7  function draw() {
8    background(220);
9
10   // code your robot or car below
11   ellipse(170,50,50,50)
12
13  rect(120,50,100,90)
14   fill(108, 243, 114)
15   rect(90,60,30,36)
16   fill(108, 187, 243)
17     rect(220,60,30,36)
18   fill(108,187,243)
19     rect(134,60,74,36)
20    ellipse(155,78,20,20)
21   fill(213, 108, 243 )
22   ellipse(185,78,20,20)
23   fill(108, 243, 114)
24   rect(145,140,45,31)
25   fill(108, 181, 243)
26   rect(90,164,161,117)
27
28     bezier(139,119,137,144,205,141,203,115)
29
30   ellipse(120,189,42,43)
31   ellipse(170,189,42,43)
32   ellipse(220,189,42,43)
33   ellipse(170,245,60,65)
34   triangle(218,207,239,253,204,253)
35   triangle(120,213,142,258,103,258)
36   fill(108, 187, 243)
37     rect(109,281,41,95)
38     rect(186,281,41,95)-=
39
40   //writes mouseX and ouseY variables on the
   canvas
41   textSize(15);
42   fill(255);
43   stroke(0);
44   strokeWeight(2);
45   // comment out ([ut // in front) of the next
   line when done!
46   text("x: " + int(mouseX) + " ,y:  " +
   int(mouseY), 30, 30);
47  }
```
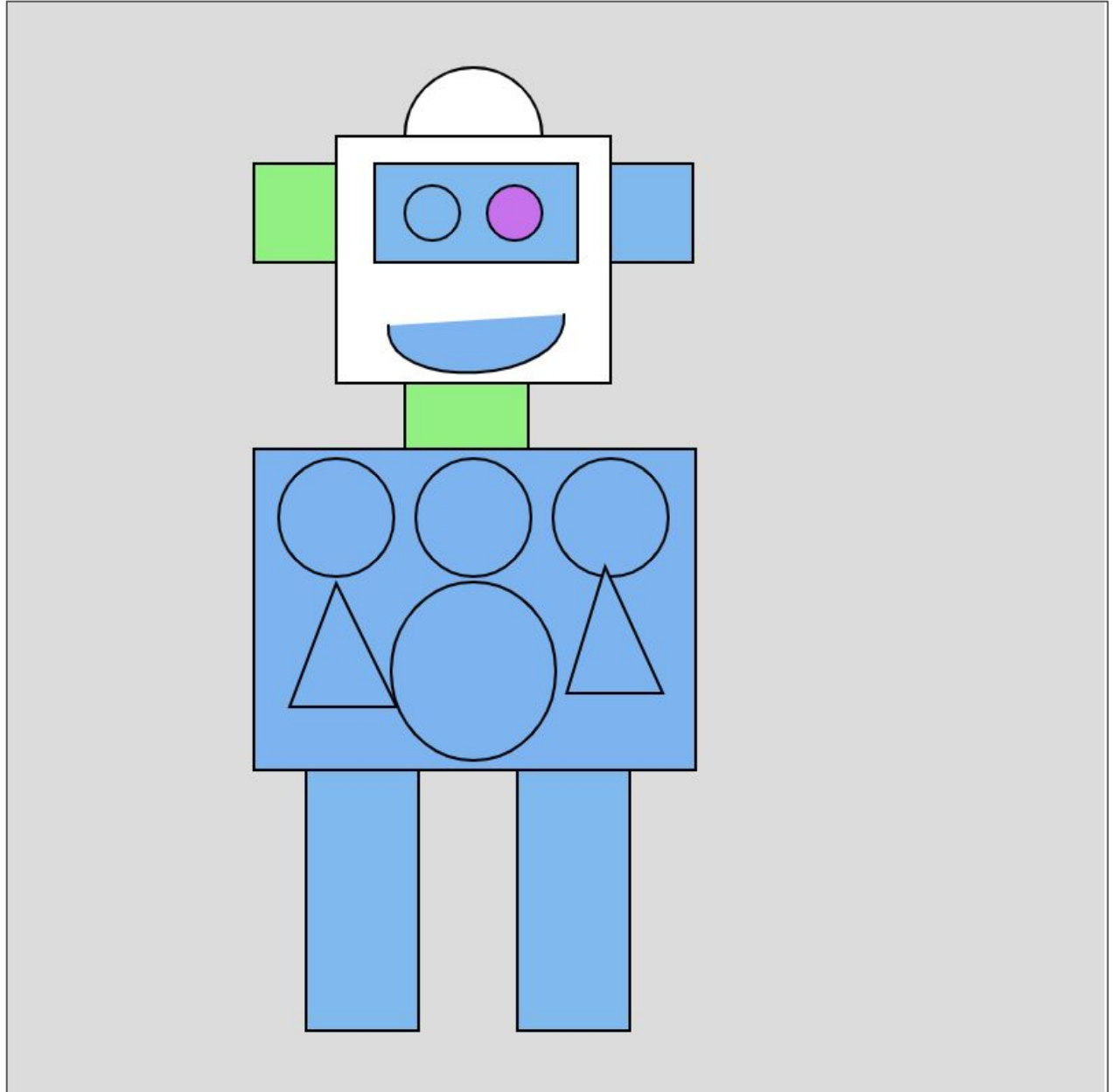
```
1
2 ▼ function setup() {
3     createCanvas(400, 400);
4  }
5
6 ▼ function draw() {
7     background(83, 155, 255);
8
9     //writes mouseX and mouseY variables on the canvas
10    textSize(15);
11    fill(255);
12    stroke(0);
13    strokeWeight(2);
14    // comment out ([ut // in front) of the next line when done!
15    //Ground
16    fill(142, 193, 99)
17    rect(0, 240, 400, 160);
18
19    //Motel Building
20    fill(206, 220, 194);
21  rect(320, 100, 80, 140);
22
23    //Motel Ceiling
24    fill(206, 220, 194)
25    triangle(360, 40, 320, 100, 400, 100);
26
27    //Stop Sign Stand
28    line(40, 160, 40, 240);
29
30  //Stop Sign
31    fill(165, 22, 3);
32    beginShape();
33    vertex(20, 120);
34  vertex(15, 135);
35  vertex(15, 150);
36  vertex(20, 160);
37    vertex(60, 160);
38    vertex(65, 150);
39    vertex(65, 135);
40    vertex(60, 120);
41    endShape();
42
43    //Stop Sign
44    line(20, 120, 60, 120)
45
46    //Stop Sign
47  textFont("Roboto");
48    fill(255, 255, 255);
49    textSize(18);
50    text("Stop", 20, 145);
51
52    //Motel Text
53    textFont("Source Code Pro");
54    fill(165, 22, 3);
55    textSize(20);
56    text("Motel", 330, 120);
57
58    //Car Top
59  fill(185, 185, 185);
60    strokeWeight(2);
61    stroke(0, 0, 0);
62    ellipse(180, 220, 120, 80);
63
64    //Car Body
65    fill(185, 185, 185);
66    strokeWeight(2);
67    stroke(0, 0, 0);
68    rect(80, 220, 160, 40, 5);
69
70    //Car Wheel
71    fill(0, 0, 0);
72    ellipse(115, 270, 20, 20);
73
74    //Car Wheel
75    fill(0, 0, 0);
76    ellipse(210, 270, 20, 20);
77
78    //Car Text
79  textFont("Roboto");
80    fill(0, 0, 0);
81    textSize(17);
82    text("Taylor's getaway car", 80, 240);
83
84    //Money bag
85    fill(193, 170, 88);
86    strokeWeight(10);
87    stroke(193, 170, 88);
88    ellipse(300, 300, 20, 20);
89
90    //Money bag
91  fill(193, 170, 88);
92    strokeWeight(10);
93    stroke(193, 170, 88);
94    ellipse(310, 290, 10, 10);
95
96    //Money bag text
97    fill(54, 112, 1);
98    textSize(20);
99    text("$", 295, 305);
100
101   //Coin
102   fill(255, 224, 0);
103   strokeWeight(2);
104   stroke(255, 224, 0);
105   ellipse(325, 259, 5, 5);
106
107     //Coin
108   fill(255, 224, 0);
109   strokeWeight(2);
110   stroke(255, 224, 0);
111   ellipse(340, 265, 5, 5);
112
113     //Coin
114   fill(255, 224, 0);
115   strokeWeight(2);
116   stroke(255, 224, 0);
117   ellipse(325, 259, 5, 5);
118
119   //Coin
120   fill(255, 224, 0);
121   strokeWeight(2);
122   stroke(255, 224, 0);
123   ellipse(325, 270, 5, 5);
124
125     //Coin
126   fill(255, 224, 0);
127   strokeWeight(2);
128   stroke(255, 224, 0);
129   ellipse(330, 280, 5, 5);
130
131     //Coin
132   fill(255, 224, 0);
133   strokeWeight(2);
134   stroke(255, 224, 0);
135   ellipse(350, 275, 5, 5);
136
137     //Coin
138   fill(255, 224, 0);
139   strokeWeight(2);
140   stroke(255, 224, 0);
141   ellipse(339, 272, 5, 5);
142
143     //Coin
144   fill(255, 224, 0);
145   strokeWeight(2);
146   stroke(255, 224, 0);
147   ellipse(321, 281, 5, 5);
148  }
```
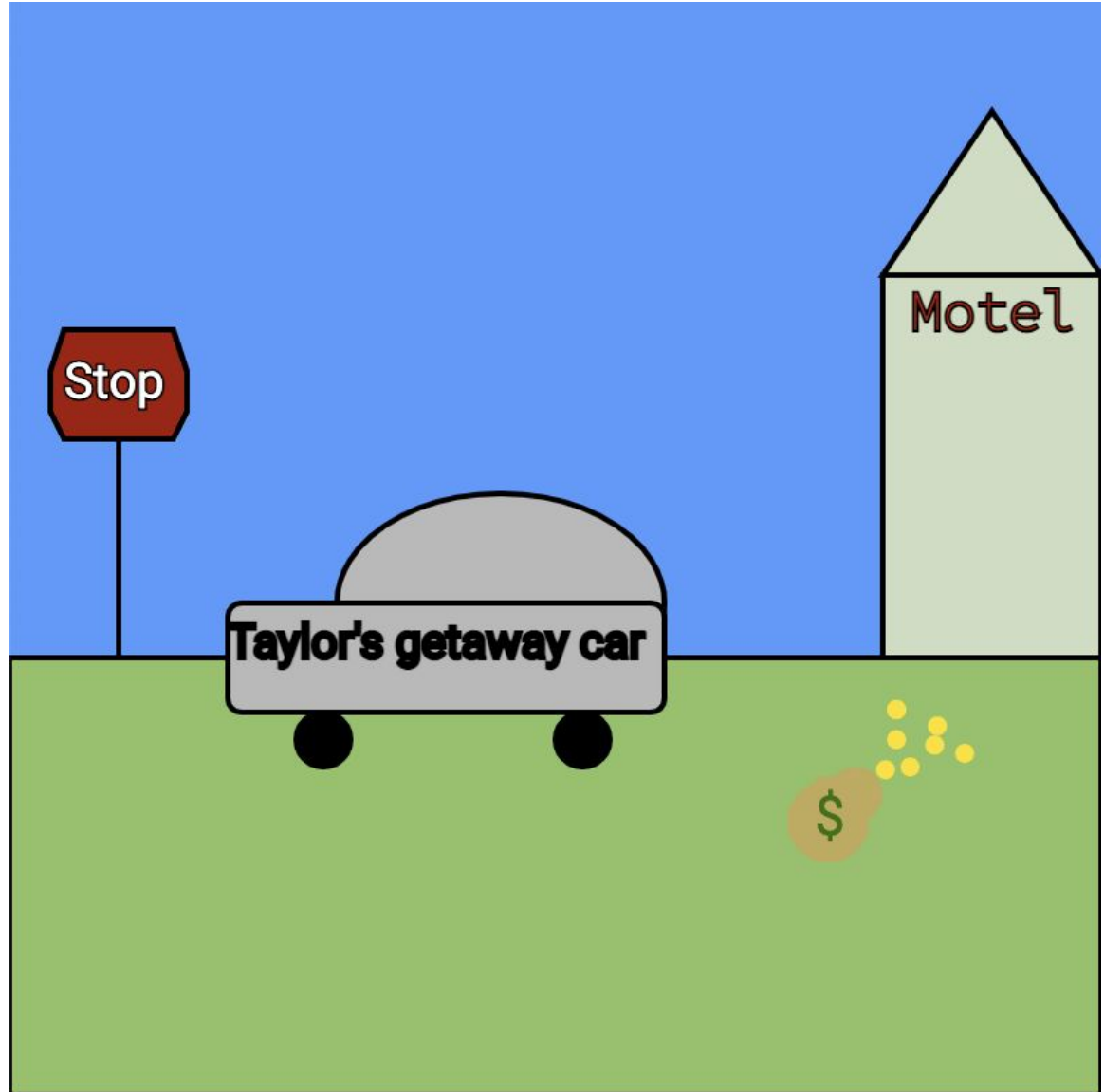
```
1
2 ▼ function draw() {
3     background(100);
4
5   // code your robot or car below
6     //Outline Color
7     stroke(0)
8 //Base/Body and Arms
9     strokeWeight(1)
10    fill(255)
11    rect(500,500,100,225,50)
12    rect(450,525,50,150,50)
13 rect(600,525,50,150,50)
14    //Hover thing
15    fill(17,179,219,75)
16    rect(500,750,100,15,10)
17 rect(510,800,75,15,10)
18    //Head
19    fill(255)
20    ellipse(550,450,100,100)
21    //Eyes
22    fill(17,179,219)
23    strokeWeight(0)
24 rect(555,415,25,65,50)
25 rect(520,415,25,65,50)
26    //Antenna
27    strokeWeight(1)
28    line(490,375,520,410)
29    line(520,390,500,405)
30 line(505,375,490,390)
31    fill(0,255,155)
32    ellipse(485,365,25,25)
33    //Command Box
34    fill(0)
35    rect(513,575,75,50,10)
36    fill(255)
37    textFont('SourceCodePro')
38 text('command?',525,600)
39    fill(255)
40    stroke(255)
41    line(520,597,515,595)
42    line(520,597,515,600)
43    //Helmet
44    stroke(0)
45    fill(51,82,255)
46    bezier(495,450,500,375,600,375,605,450)
47    //text("x: " + mouseX +  " y: " + mouseY, 400, 500);
48 }
```
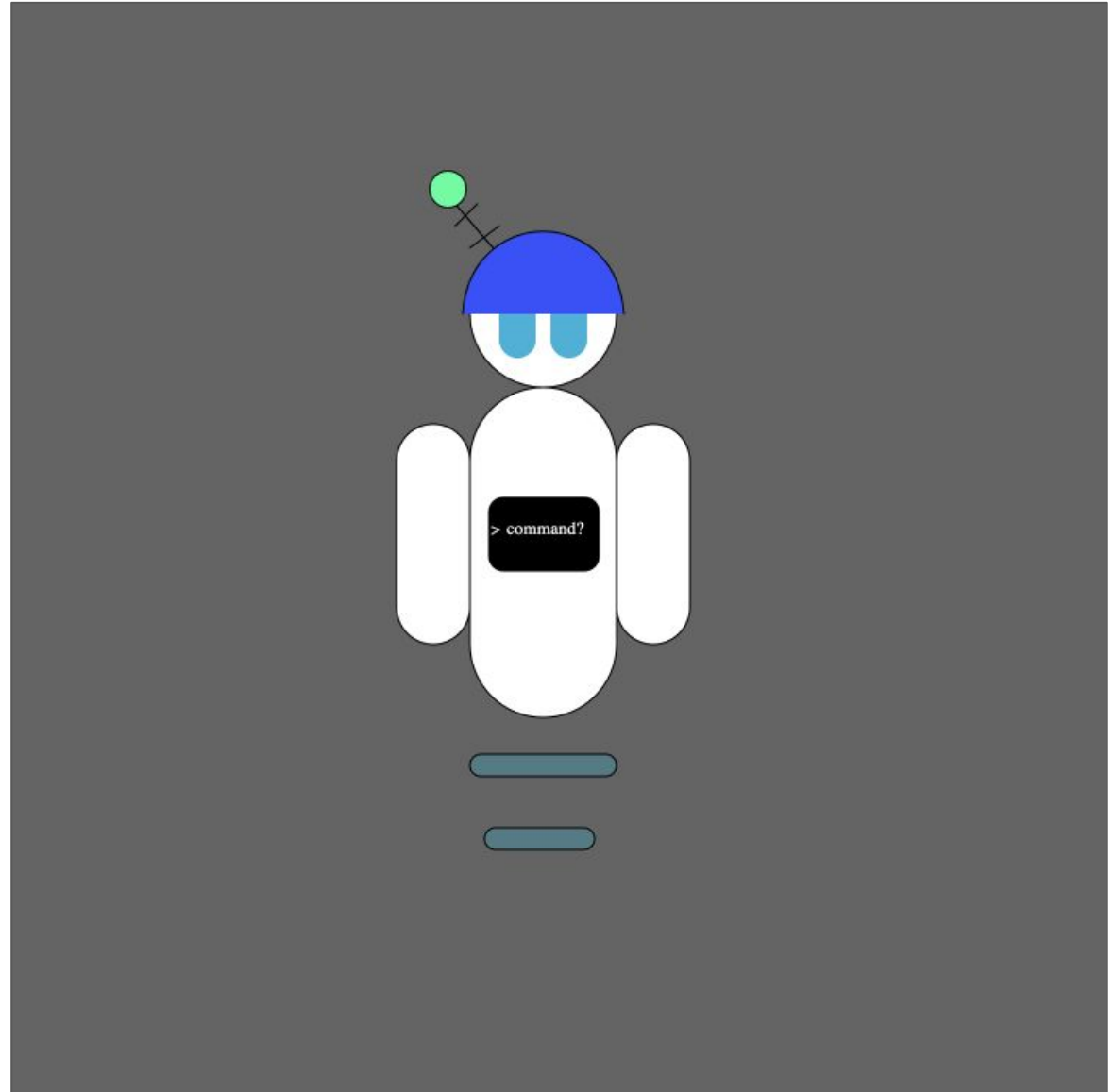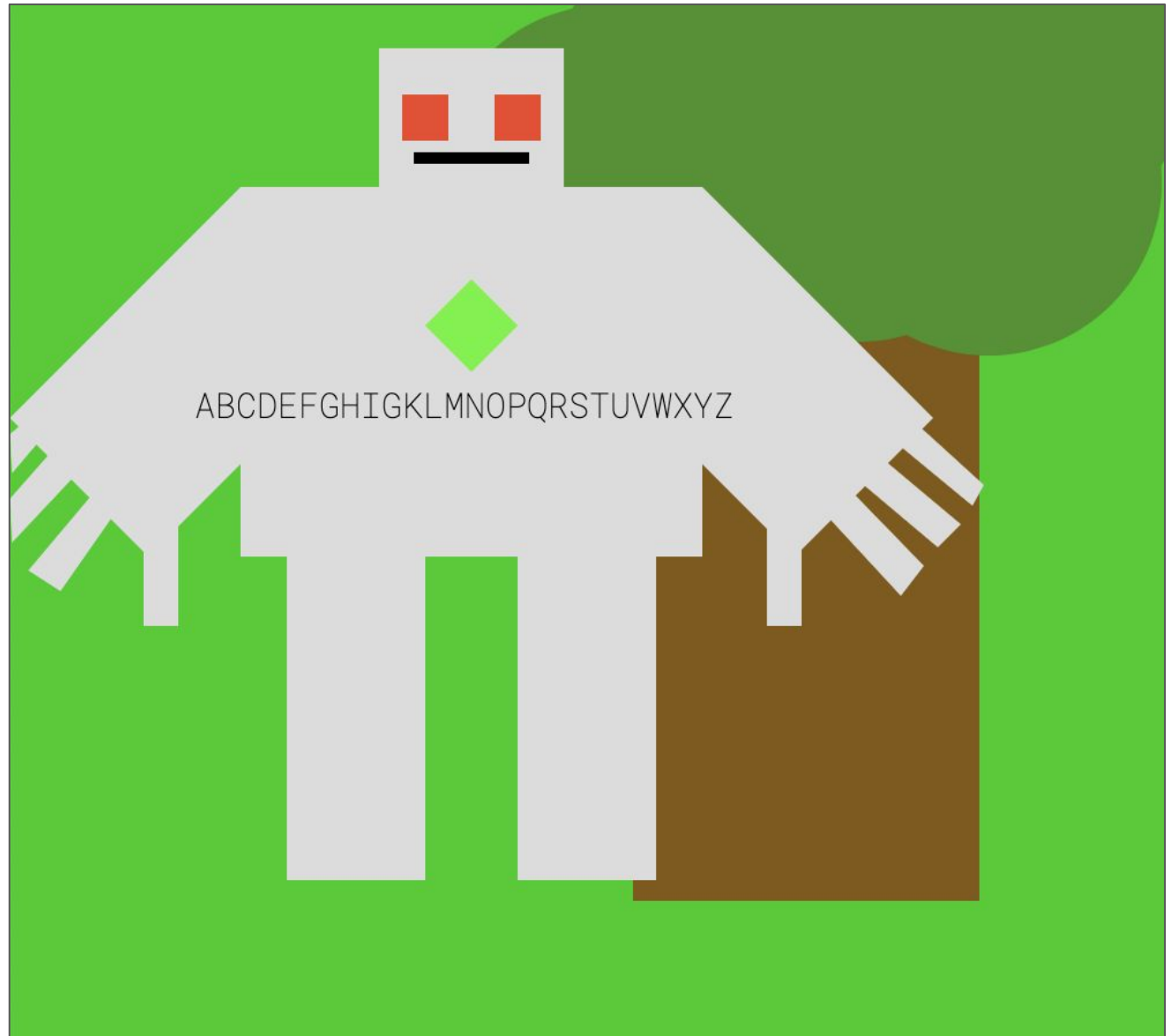
```javascript
2 ▼ function setup() {
3     createCanvas(500, 450);
4
5 }
6
7 ▼ function draw() {
8     background(mouseY, 204, mouseX);
9     fill(131, 89, 11);
10    //tree trunk
11    rect(270, 89, 150, 300);
12
13    fill(65, 146, 34 );
14    //tree leafs
15    ellipse(320, 53, 150, 150);
16    ellipse(379, 54, 150, 150);
17    ellipse(424, 78, 150, 150);
18    ellipse(292, 97, 150, 150);
19    ellipse(310, 38, 150, 150);
20    ellipse(368, 72, 150, 150);
21    ellipse(434, 33, 150, 150);
22    ellipse(260, 76, 150, 150);
23    // code your robot or car below
24
25    fill(220);
26    //robot body
27    rect(100, 80, 200, 160);
28    //robot head
29    rect(160, 20, 80, 60);
30    //right leg
31    rect(220, 240, 60, 140);
32    //left leg
33    rect(120, 240, 60, 140);
34    //right arm
35    quad(300, 80, 240, 140, 340, 240, 400, 180);
36    //left arm
37    quad(100, 80, 0, 180, 60, 240, 160, 140);
38    noStroke();
39    //right arm fingers
40    rect(328, 220, 15, 50);
41    quad(349, 217, 386, 257, 396, 244, 361, 208);
42    quad(364, 204, 402, 236, 412, 226, 375, 195);
43    quad(377, 185, 417, 218, 422, 209, 389, 179);
44    //left arm fingers
45    rect(58, 220, 15, 50);
46    quad(40, 208, 8, 246, 22, 255, 50, 215);
47    quad(22, 190, 0, 215, 1, 234, 33, 200);
48    quad(6, 182, 0, 187, 1, 204, 18, 184);
49
50    fill(241, 68, 40);
51    //right eye
52    rect(210, 40, 20, 20);
53    //left eye
54    rect(170, 40, 20, 20);
55
56    fill(0, 0, 0);
57    //mouth
58    rect(175, 65, 50, 5);
59
60    fill(85, 243, 35);
61    //chest gem
62    quad(200, 120, 180, 140, 200, 160, 220, 140);
63
64    fill(0, 0, 0);
65    textSize(15);
66    textFont("Roboto Mono");
67    text("ABCDEFGHIGKLMNOPQRSTUVWXYZ", 80, 180);
68
69    //writes mouseX and mouseY variables on the canvas
70      //textSize(15);
71    //fill(255);
72    //stroke(0);
73    //strokeWeight(2);
74    // comment out ([ut // in front) of the next line when done!
75
76    //text("x: " + int(mouseX) + " y: " + int(mouseY), 30, 30);
77 }
```

```
1
2 ▼ function setup() {
3     createCanvas(400, 400);
4  }
5
6 ▼ function draw() {
7     background(87);
8
9   // code your robot or car below
10 fill(37, 37, 37)
11 ellipse(209,187,86,80)
12
13 fill(234, 239, 61 )
14 ellipse(262,176,73,64)
15
16 triangle(227,184,300,181,268,245)
17
18 ellipse(141,195,86,80)
19
20 line(226,222,242,251);
21
22    line(208,222,205,257);
23
24    line(185,219,174,250)
25 fill(37,37,37)
26    ellipse(247,164,18,16)
27 fill(219, 216, 216 )
28      ellipse(273,160,18,16)
29 fill(234, 239, 61 )
30    triangle(36,191,131,156,120,226)
31
32    bezier(200,192,74,87,280,34,207,193)
33    //writes mouseX and mouseY variables on
   the canvas
34    textSize(15);
35    fill(255);
36    stroke(0);
37    strokeWeight(2);
38    // comment out ([ut // in front) of the
   next line when done!
39    text("x: " + int(mouseX) + " ,y:  " +
   int(mouseY), 30, 30);
40  }
```


x: 0 ,y: 0
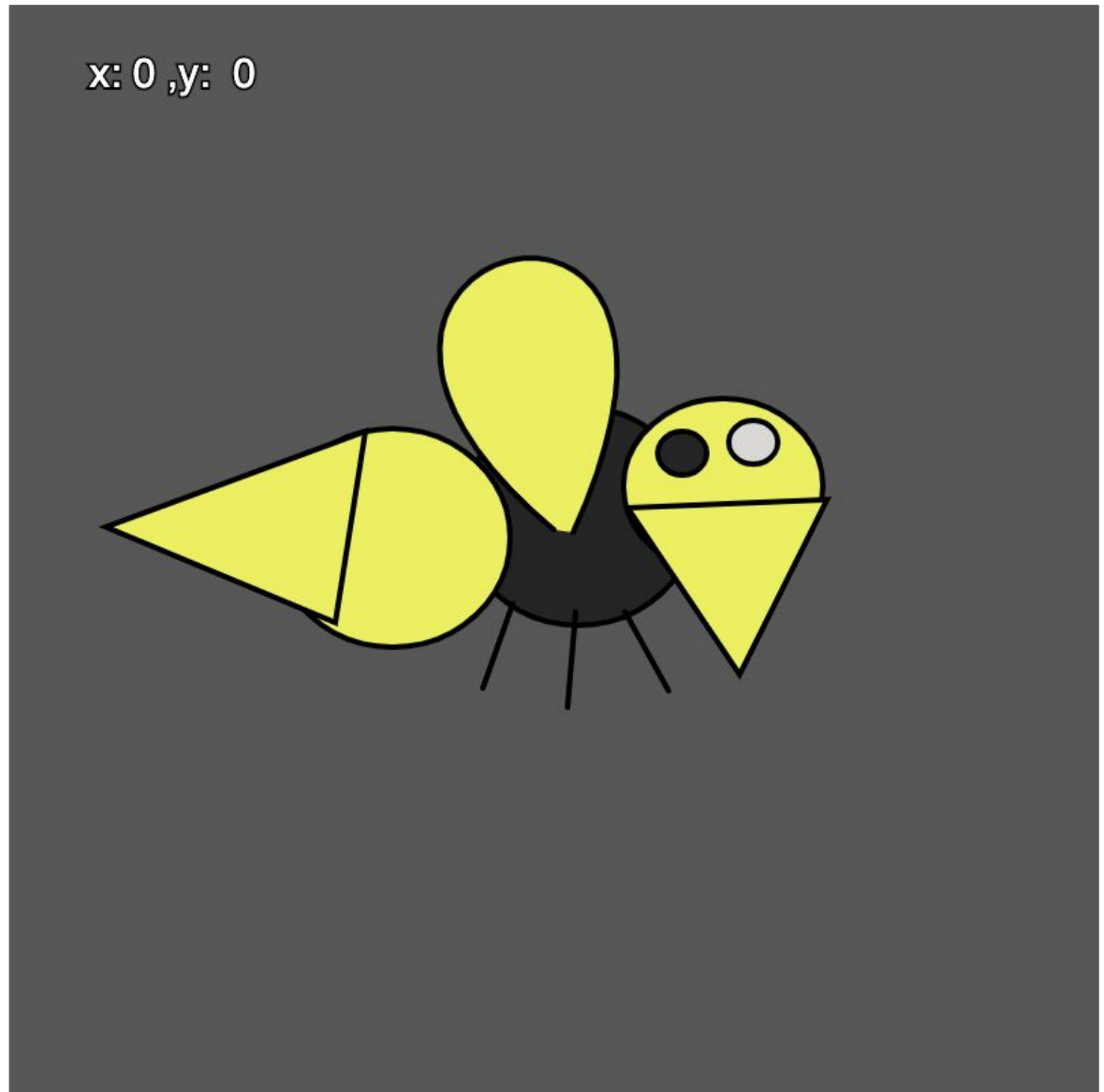
```javascript
1
2 ▾ function setup() {
3     createCanvas(400, 400);
4
5 }
6
7 ▾ function draw() {
8     background(0,0,250);
9
10
11    // code your robot or car below
12
13    fill(238,210,36)
14    rect(0,220,400,180)
15
16    fill(69,71,240)
17    rect(100,80,80,240)
18
19    fill(10,10,250)
20    rect(100,160,80,20)
21
22    fill(241,81,10)
23    ellipse(140,85,20,90)
24
25    ellipse(105,100,10,40)
26
27    ellipse(175,100,10,40)
28
29    fill(44,148,18)
30    ellipse(140,330,120,20)
31
32    line(140,200,140,340)
33
34    fill(241,81,10)
35    rect(60,160,40,40)
36
37    rect(180,160,40,40)
38
39    rect(80,80,20,80)
40
41    rect(180,80,20,80)
42
43    rect(120,20,40,40)
44
45    fill(241,164,33)
46    ellipse(140,10,40,20)
47
48    ellipse(140,20,80,20)
49
50    fill(254,24,2)
51    ellipse(130,35,5,5)
52
53    ellipse(150,35,5,5)
54
55    fill(246,240,240)
56    rect(130,45,20,10)
57
58    line(210,20,210,340)
59
60    fill(0,0,0,0)
61    bezier(190,20,160,100,260,100,230,20)
62
63    fill(191,104,5)
64    rect(205,80,10,290)
65
66    fill(13,13,12)
67    triangle(210,10,205,20,215,20)
68
69    ////writes mouseX and mouseY variables on the canvas
70    //textSize(15);
71    //fill(255);
72    //stroke(0);
73    //strokeWeight(2);
74    //comment out ([ut // in front) of the next line when done!
75    //wtext("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
76
77
78 }
```
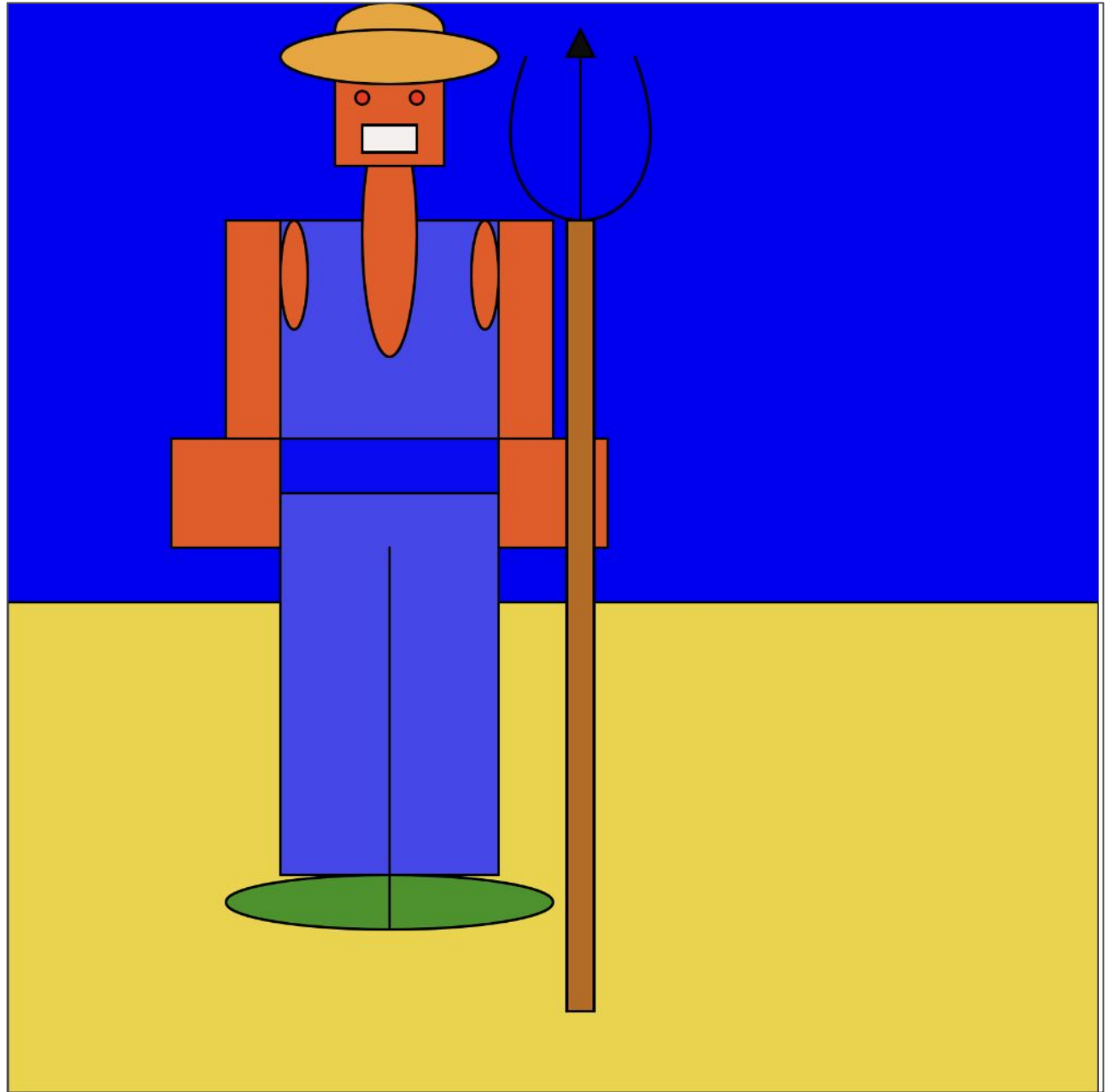
```
1
2 ▼ function setup() {
3     createCanvas(500, 500);
4
5 }
6
7 ▼ function draw() {
8     background(126,125,114);
9
10    // To turn off the grid, comment out the next line
11    // (put // in front of the line)
12    //image(img, 0, 0, 400, 400);
13    // code your robot or car below
14    //writes mouseX and mouseY variables on the canvas
15    textSize(15);
16    fill(255);
17    stroke(0);
18    strokeWeight(2);
19    // comment out ([ut // in front) of the next line when done!
20    text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
21    fill(172,172,162)
22    rect(160,60,60,60)
23    fill(255,0,0)
24    ellipse(178,90,20,20)
25    ellipse(201,90,20,20)
26    fill(172,172,162)
27    rect(140,120,100,200)
28    fill(0,0,255)
29    rect(100,125,40,7)
30    fill(255,0,0)
31    rect(100,135,40,8)
32    fill(216,216,23)
33    rect(100,145,40,7)
34    fill(172,172,162)
35    rect(250,120,20,200)
36    rect(240,120,10,40)
37    rect(140,320,20,150)
38    rect(220,320,20,150)
39    rect(110,470,50,20)
40    rect(220,470,50,20)
41    fill(255,0,0)
42    text("kill all humans", 289, 63)
43    fill(247,249,176)
44    ellipse(270,335,70,70)
45    ellipse(254,328,8,8)
46    ellipse(279,322,7,7)
47    fill(0,0,0)
48    ellipse(272,342,14,14)
49    line(244,330,250,315)
50    line(261,321,250,315)
51    line(267,323,276,313)
52    line(288,318,276,311)
53    fill(255,0,0)
54    stroke(255,0,0)
55    rect(255,366,7,33)
56    rect(289,360,7,10)
57    rect(276,369,9,20)
58    fill(104,170,74)
59    stroke(0,0,0)
60    rect(291,441,150,12)
61    rect(433,441,80,50)
62    rect(291,479,142,12)
63    fill(255,0,0)
64    stroke(255,0,0)
65    rect(430,452,5,50)
66    fill(247,249,176)
67    stroke(0,0,0)
68    ellipse(283,446,20,20)
69    ellipse(286,483,20,20)
70    fill(255,0,0)
71    text("Terminator", 29,80)
72    strokeWeight(2)
73    stroke(217,205,48)
74    line(100,127,84,120)
75    line(84,120,72,133)
76    line(72,133,57,116)
77    line(57,116,35,126)
78    line(100,135,71,147)
79    line(71,147,62,142)
80    line(62,142,47,133)
81    line(47,133,32,138)
82    line(100,145,77,155)
83    line(77,155,47,146)
84    line(47,146,25,148)
85    fill(0,0,0)
86    stroke(0,0,0)
87    ellipse(160,158,19,19)
88    rect(156,152,7,100)
89    ellipse(211,192,19,19)
90    rect(208,186,7,100)
91 }
```
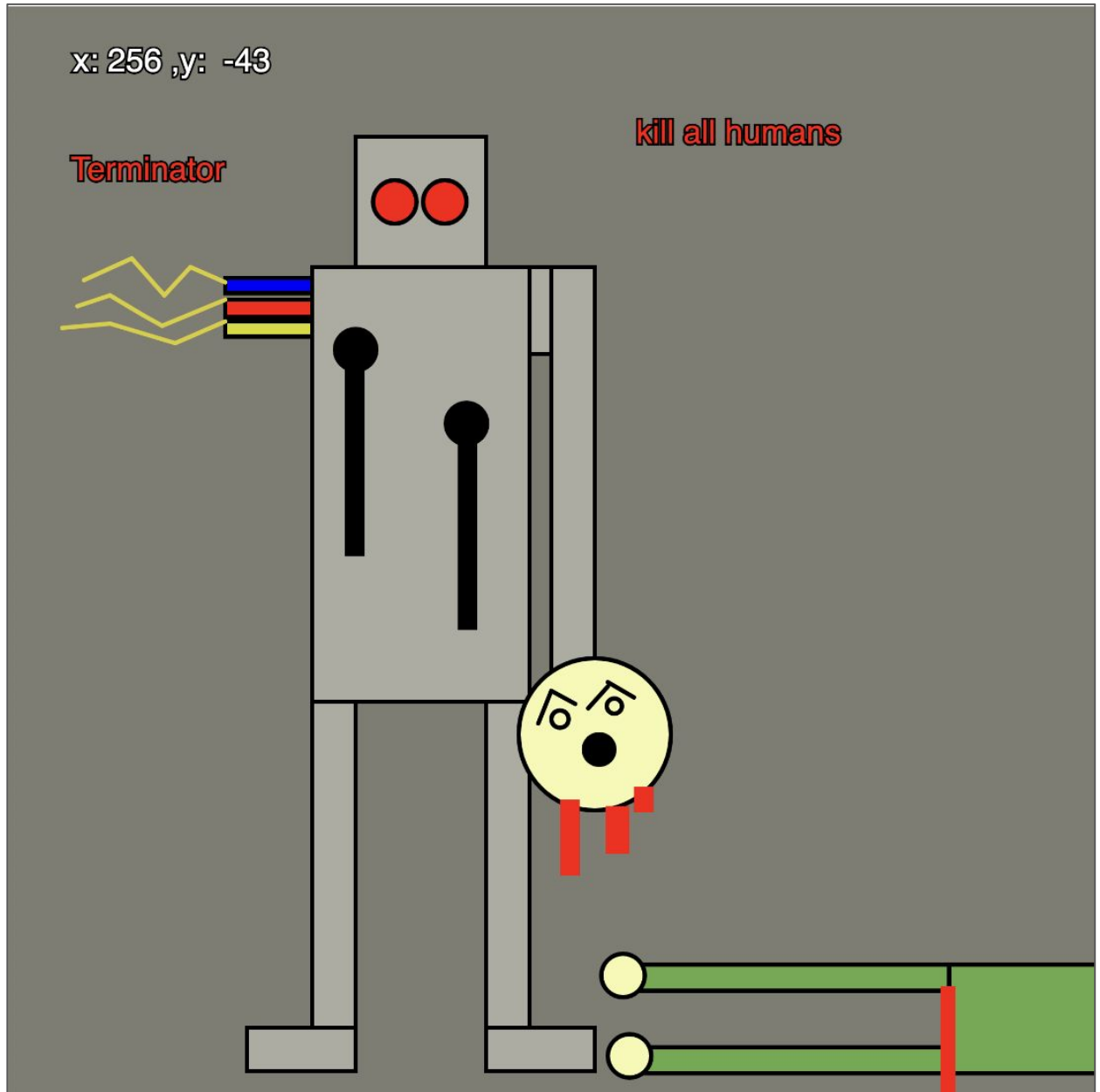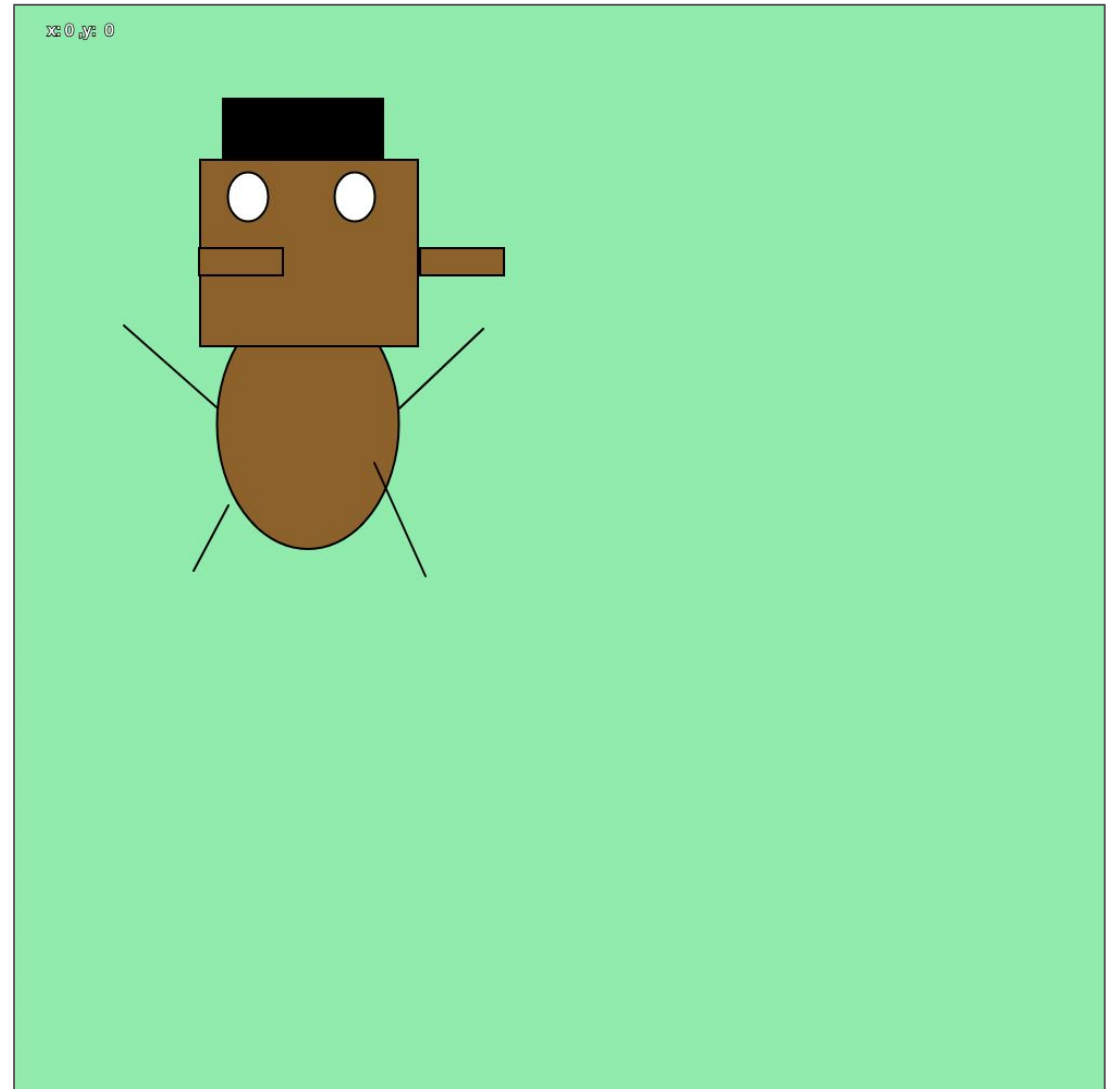
```
1
2 ▼ function setup() {
3     createCanvas(1000, 1000);
4   fill(0,0,0)
5   rect(120,0,147,57)
6   }
7
8 ▼ function draw() {
9     background(110, 238, 166 );
10
11   // code your robot or car below
12
13   fill(0,0,0)
14   rect(191,88,147,57)
15   fill(147,95,30)
16   ellipse(269,386,167,230)
17   line(330,422,377,526)
18   line(196,461,164,521)
19   line(185,371,100,296)
20   line(353,372,430,299)
21   rect(170,144,200,171)
22   rect(372,225,77,25)
23   rect(169,225,77,25)
24   //ellipse(269,386,167,230)
25   fill(255,255,255)
26   ellipse(214,178,37,45)
27   ellipse(312,178,37,45)
28   =
29     //writes mouseX and mouseY variables on the canvas
30     textSize(15);
31     fill(255);
32     stroke(0);
33     strokeWeight(2);
34     // comment out ([ut // in front) of the next line
      when done!
35     text("x: " + int(mouseX) + " ,y:  " + int(mouseY),
      30, 30);
36   }
```
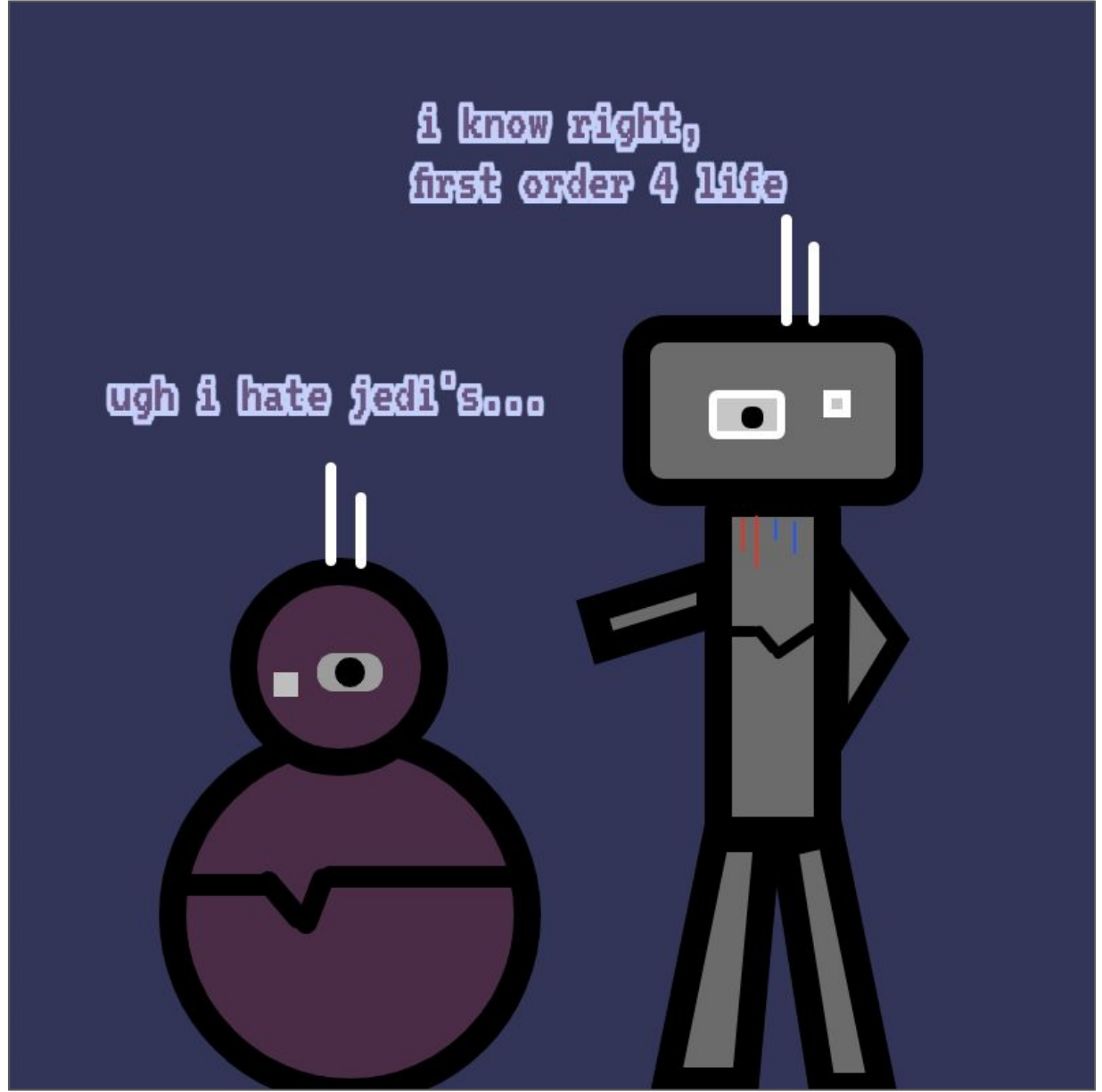
```
function setup() {
  createCanvas(400, 400);

}

function draw() {
  background(51, 53, 91);
  //human looking droid

  //head
  strokeWeight(10)
  stroke(0, 0, 0)
  fill(107, 107, 107)
  rect(230, 120, 100, 60, 10)

  //head details

  strokeWeight(3)
  stroke(255, 255, 255)
  fill(198, 198, 198)
  rect(258, 144, 25, 15, 2)

  strokeWeight(3)
  stroke(255, 255, 255)
  fill(198, 198, 198)
  rect(300, 144, 7, 7)

  stroke(0, 0, 0)
  fill(0, 0, 0)
  rect(270, 150, 5, 5, 2)

  //body
  strokeWeight(10)
  stroke(0, 0, 0)
  fill(107, 107, 107)
  rect(260, 184, 40, 120, 3)

  //body details
  strokeWeight(4)
  stroke(0, 0, 0)
  line(262, 231, 273, 231)
  line(275, 231, 280, 237)
  line(282, 239, 295, 230)

  //legs
  strokeWeight(10)
  quad(259, 307, 241, 396, 270, 396, 278, 307)
  quad(284, 309, 298, 398, 320, 398, 301, 305)

  //arms
  quad(257, 210, 214, 223, 218, 237, 257, 225)

  strokeWeight(7)
  stroke(0, 0, 0)
  fill(107, 107, 107)
  triangle(305, 205, 326, 234, 304, 270)

  //wires
  strokeWeight(1)
  stroke(255, 0, 0)
  line(269, 190, 269, 201)
  line(274, 189, 274, 207)

  strokeWeight(1)
  stroke(0, 89, 255)
  line(281, 190, 281, 197)
  line(288, 191, 288, 202)

  //antenas
  strokeWeight(4)
  stroke(255, 255, 255)
  line(295, 117, 295, 90)
  line(285, 117, 285, 80)

  //text
  textSize(20)
  textFont("VT323")
  fill(106, 86, 132)
  stroke(196, 209, 255)
  text("i know right,", 150, 50)

  text("first order 4 life", 148, 72)

  //circular droid

  //text
  textSize(20)
  textFont("VT323")
  fill(106, 86, 132)
  stroke(196, 209, 255)
  text("ugh i hate jedi's...", 37, 150)


  //body
  strokeWeight(10)
  stroke(0, 0, 0)
  fill(80, 42, 73 )
  ellipse(125, 335, 130, 130)

  //head
  ellipse(121, 244, 70, 70)

  //head details
  stroke(156, 156, 156)
  fill(156, 156, 156 )
  rect(118, 244, 14, 4, 1)

  stroke(0, 0, 0)
  fill(0, 0, 0)
  ellipse(125, 246, 1, 1)

  strokeWeight(8)
  stroke(191, 191, 191)
  fill(191, 191, 191)
  rect(101, 250, 1, 1)

  //body details
  stroke(0, 0, 0)
  line(66, 324, 93, 324)

  line(95, 323, 106, 336)
  line(109, 338, 115, 322)
  line(118, 321, 184, 321)

  //antenas
  strokeWeight(4)
  stroke(255, 255, 255)
  line(129, 206, 129, 182)
  line(118, 205, 118, 171)


  //writes mouseX and mouseY variables on the canvas
  textSize(15);
  fill(255);
  stroke(0);
  strokeWeight(2);
  // comment out ([ut // in front) of the next line when done!

}
```

```javascript
function setup() {
  createCanvas(400, 400);

}

function draw() {
  background(0);
  // code your robot or car below
  // stars,
  fill(235, 235, 1)
  ellipse(69,77,10,10)
  fill(235, 235, 1)
  ellipse(345,86,10,10)
  fill(235, 235, 1)
  ellipse(224,29,10,10)
  fill(235, 235, 1)
  ellipse(155,141,10,10)
  fill(235, 235, 1)
  ellipse(236,86,10,10)
  fill(235, 235, 1)
  ellipse(97,138,10,10)
  //this is the top of the  car//
  fill(55, 33, 29)
  rect(0,260,400,140)
  //Now we make the base of the car//
  strokeWeight(2)
  fill(230, 126, 34)
  rect(82,169,300,60)
  // now onto the wheels //
  strokeWeight(6)
  fill(77, 86, 86)
  ellipse(121,233, 50,50)
  fill(112, 123, 124)
  ellipse(121,234,1,1)
  // wheel 2# yayyy//
  fill(77, 86, 86)
  ellipse(327,233,50,50)
  fill(112, 123, 124)
  ellipse(327,233,1,1)
  //top of carssssssssss for kidsss//
  fill(230, 126, 34)
  strokeWeight(0)
  quad(110,173,140,100,300,100,334,173)
  // on to the windows//
  stroke(175, 96, 26)
  strokeWeight(4)
  line(146,109,123,164)
  stroke(175, 96, 26)
  line(148,110,148,162)
  line(149,165,124,166)
  // Next//
  line(295,109,317,166)
  line(317,165,288,166)
  line(289,164,289,109)
  // large windows//
  line(162,109,277,110)
  line(161,110,161,162)
  line(162,163,280,163)
  line(278,111,280,163)
  // moon //
  stroke(255,255,255)
  fill(255,255,255)
  ellipse(48,38,60,60)

  stroke(0,0,0)
  strokeWeight(5)
  fill(235, 235, 1)
  textSize(14)
  textFont("Playfair Display")
  text("abandoned car",146,40)

  //writes mouseX and mouseY variables on the canvas
  textSize(15);
  fill(255);
  stroke(0);
  strokeWeight(2);
  // comment out ([ut // in front) of the next line
  when done!
  //text("x: " + int(mouseX) + " ,y:  " +
  int(mouseY), 30, 30);
}
```

```
1
2 ▼ function setup() {
3     createCanvas(1500, 1500);
4 }
5
6 ▼ function draw() {
7     background(000);
8
9   // code your robot or car below
10  fill(53, 227, 78)
11  ellipse(275,379,98,93)
12
13  fill(53, 227, 205)
14  ellipse(128,379,98,93)
15
16  fill(186, 121, 210)
17
18  rect(101,208,50,150)
19
20  fill(252, 0, 0)
21
22  rect(241,216,50,150)
23  fill(87, 106, 222)
24
25  rect(53,62,288,214,20)
26
27  fill(176, 255, 252)
28  quad(276,46,436,85,417,209,301,220)
29
30  fill(140, 132, 132)
31    rect(87,136,69,76)
32  fill(186, 241, 140)
33  textFont("Roboto Condensed");
34    text("car with car", 292, 25);
35    //writes mouseX and mouseY variables on the canvas
36    textSize(15);
37    fill(255);
38    stroke(0);
39    strokeWeight(2);
40    // comment out ([ut // in front) of the next line when
    done!
41    //text("x: " + int(mouseX) + " ,y:  " + int(mouseY),
    30, 30);
42
43 }
```
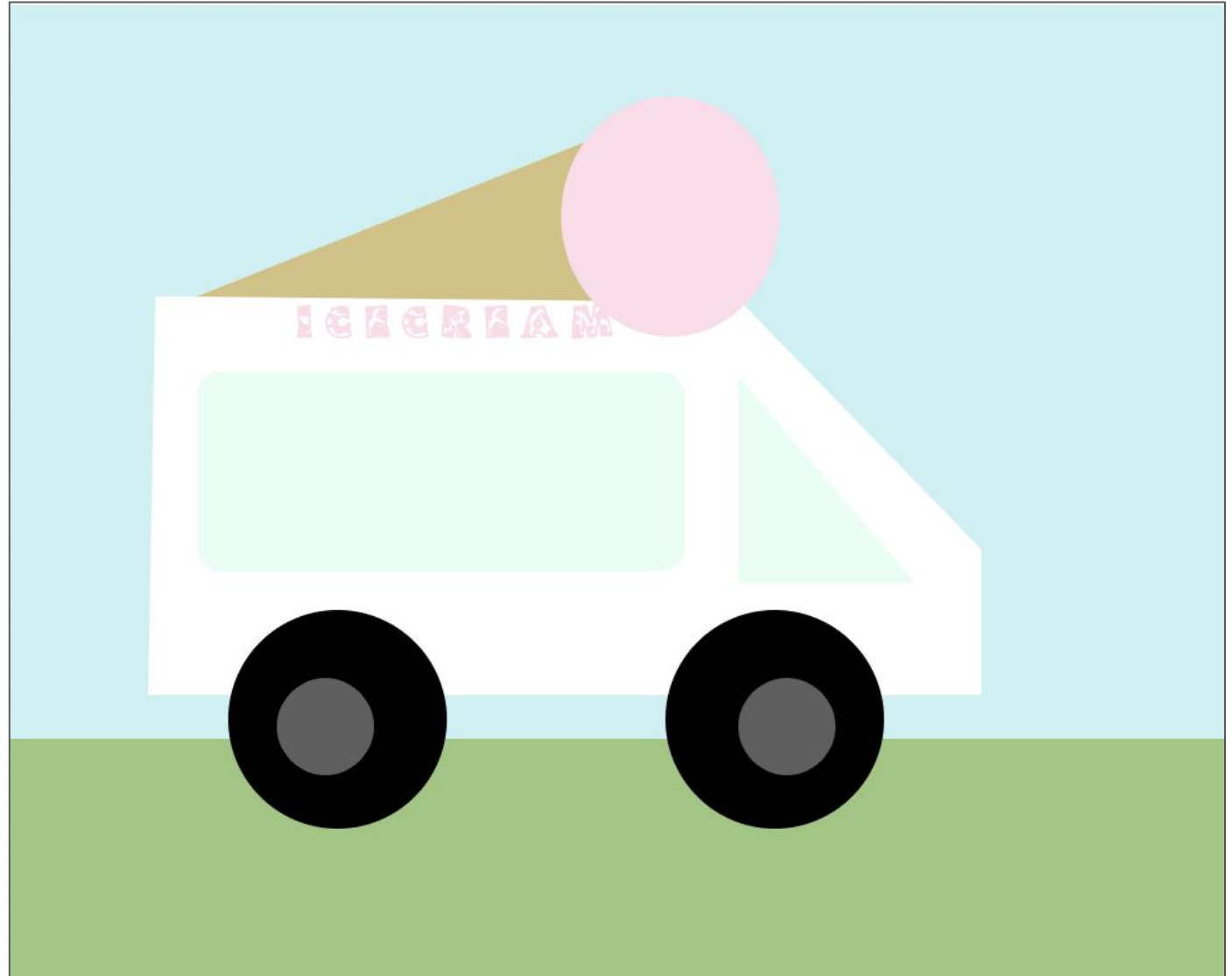

car with car
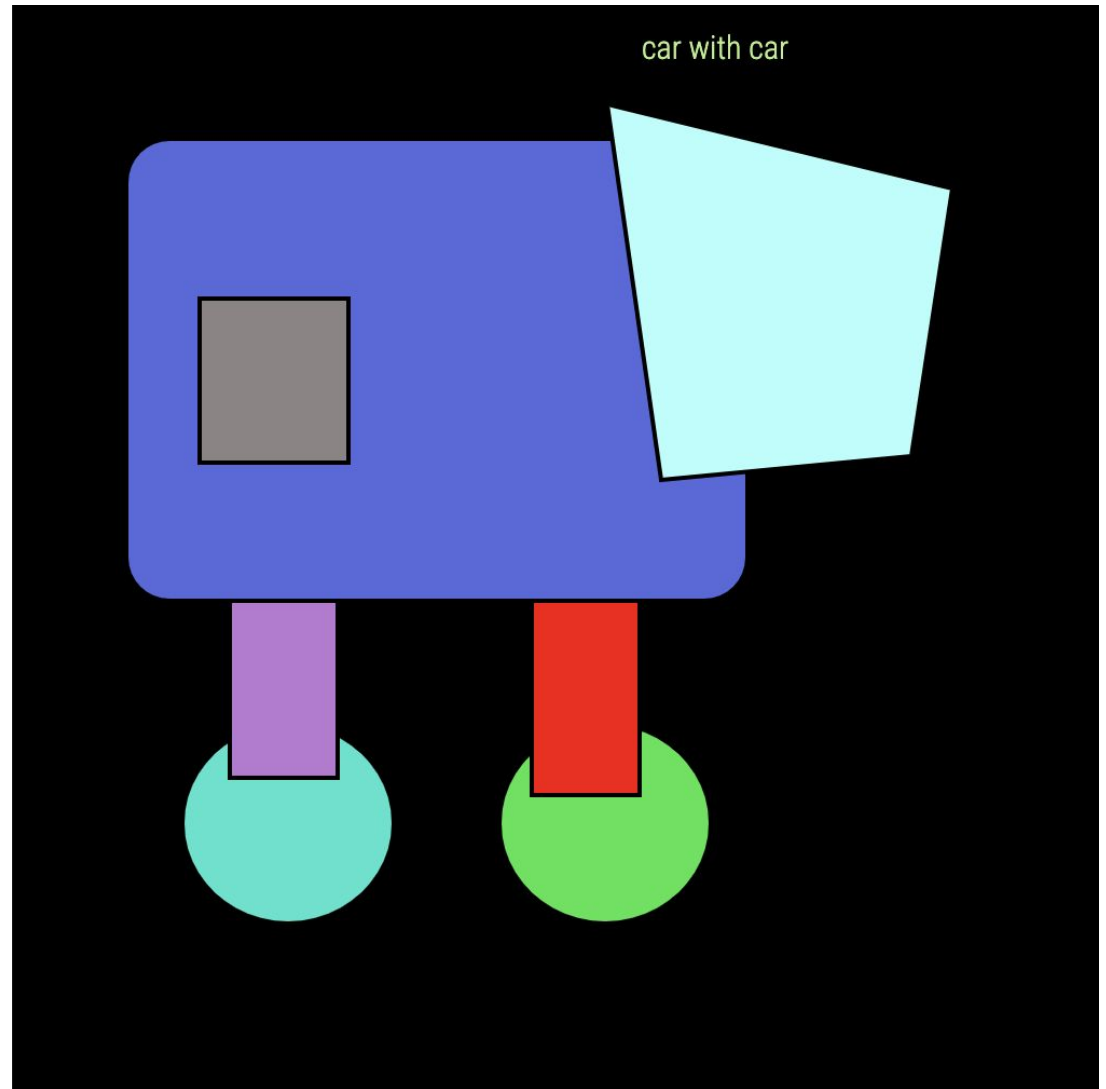
```
1
2 ▼ function setup() {
3     createCanvas(500, 400);
4
5 }
6
7 ▼ function draw() {
8     background(201, 241, 244);
9
10    // code your robot or car below
11
12    stroke(154, 198, 127)
13    fill(154, 198, 127)
14  rect(0, 302, 500, 400)
15
16    stroke(255, 255, 255)
17    fill(255, 255, 255)
18    beginShape()
19    vertex(60, 120)
20    vertex(298, 119)
21    vertex(400, 224)
22    vertex(400, 284)
23    vertex(57, 284)
24    endShape(CLOSE)
25
26    stroke(229, 255, 246)
27    fill(229, 255, 246)
28    rect(77, 151, 201, 82, 10)
29  triangle(300, 238, 300, 153, 373, 238)
30
31      stroke(212, 193, 130)
32    fill(212, 193, 130)
33    triangle(77, 120, 263, 46, 267, 122)
34  stroke(255, 220, 234)
35    fill(255, 220, 234)
36  ellipse(272, 87, 90, 99)
37
38    stroke(0, 0, 0)
39    fill(0, 0, 0)
40  ellipse(135, 294, 90, 90)
41  ellipse(315, 294, 90, 90)
42
43  fill(255, 220, 234)
44  textFont("Moo Lah Lah")
45    text("I C E C R E A M", 118, 137)
46
47    fill(95, 95, 95)
48    stroke(95, 95, 95)
49    ellipse(130, 297, 40, 40)
50    ellipse(320, 297, 40, 40)
51
52
53    //writes mouseX and mouseY variables on the
    canvas
54    textSize(20);
55    fill(255);
56    stroke(0);
57    strokeWeight(0);
58
59 }
```

```javascript
1
2 ▼ function setup() {
3     createCanvas(500, 500);
4     angleMode(DEGREES);
5 }
6
7 ▼ function draw() {
8     background(38, 72, 139);
9
10    // code your robot or car below
11    //road
12    fill(0,0,0)
13    rect(0, 440, 500, 100)
14    //top car
15    fill(255,255,255)
16    stroke(0,0,0)
17    quad(175, 200, 300, 200, 355, 299, 125, 300,)
18    //body of the car
19    rect(50, 298, 380, 105, 30)
20    arc(400, 350, 100, 105, 272, 452, PIE);
21    arc(85, 350, 100, 104, 90, 272, CHORD);
22    fill(0, 0, 0)
23    arc(150, 400, 82, 50, 178, 360, PIE);
24    arc(310, 400, 82, 50, 178, 360, PIE);
25    //wheels
26    fill(105, 110, 120)
27    ellipse(150, 410, 70, 60)
28    ellipse(310, 410, 70, 60)
29    fill(0,0,0)
30    ellipse(150, 410, 20, 20)
31    ellipse(310, 410, 20, 20)
32    //lines to make it look smooth
33    stroke(255, 255, 255)
34    line(129, 298, 353, 298)
35    stroke(255, 255, 255)
36    strokeWeight(5)
37    line(87, 300, 85, 400)
38    line(401, 300, 400, 400)
39    //window
40    fill(129, 156, 213)
41    strokeWeight(1)
42    triangle(300, 202, 295, 300, 355, 300);
43    //Door
44    stroke(0, 0, 0)
45    line(195, 215, 268, 216)
46    line(268, 216, 285, 310)
47    line(285, 310, 260, 370)
48    line(190, 245, 190, 376)
49    //door handle
50    fill(255, 255, 255)
51    ellipse(260, 305, 20, 10)
52    //heart
53    fill(204,153,255,70)
54    beginShape();
55    vertex(121,117);
56    bezierVertex(147,57,219,79,120,186);
57    bezierVertex(29,82,99,51,121,117);
58    endShape();
59    //robot head
60    fill(242, 242, 242)
61    bezier(380,180,235,291,536,286,380,180);
62    //robot eyes
63    fill(0, 0, 0)
64    ellipse(365, 226, 10, 20)
65    ellipse(395, 226, 10, 20)
66    //robot body
67    fill(255, 255, 255)
68    ellipse(383, 291, 65, 60)
69    // TEXT
70    textFont("Hurricane")
71    strokeWeight(3)
72    textSize(35)
73    text("Never.", 35, 50)
74    text("Gonna.", 210, 80)
75    text("Give.", 175, 160)
76    text("You.", 335, 175)
77    text("Up.", 420, 50)
78    //writes mouseX and mouseY variables on the canvas
79    textSize(15);
80    fill(255);
81    stroke(0);
82    strokeWeight(2);
83    // comment out ([ut // in front) of the next line when done!
84    //text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
85
86 }
```

```
1
2 ▼ function setup() {
3     createCanvas(400, 400);
4 }
5
6 ▼ function draw() {
7     background(mouseY,67,89);
8     fill(150,150,110 )
9   ellipse(180,100,80,60)// Toturn off the grid,
    comment out the next line
10  fill(220)
11  ellipse(160,90,10,15)
12  fill(0,0,0,25)//(put // in front of the line)
13  ellipse(190,90,10,15)
14  fill(255, 255, 51 )
15  rect(170,110,20,10)
16  fill(150,150,110)//image(img, 0, 0, 400, 400);
17  rect(145,50,75,25)
18  triangle(255,10,180,60,210,70)
19  fill(150,150,110)
20  rect(160,130,50,100)
21  rect(100,150,60,20)// code your robot or car below
22  rect(210,150,60,20)
23  fill(255, 51, 177 )
24  textFont("Hubballi")
25  text("robot",170,170);
26  fill(150,150,110)
27  rect(160,230,15,70)
28  fill(150,150,110)
29  rect(190,230,15,70)
30  fill(0,0,0)
31  quad(280,200,300,150,280,140,260,190)
32
33    //writes mouseX and mouseY variables on the
    canvas
34    textSize(15);
35    fill(255);
36    stroke(0);
37    strokeWeight(2);
38    // comment out ([ut // in front) of the next
    line when done!
39    text("x: " + int(mouseX) + " ,y:  " +
    int(mouseY), 30, 30);
40
41 }
```
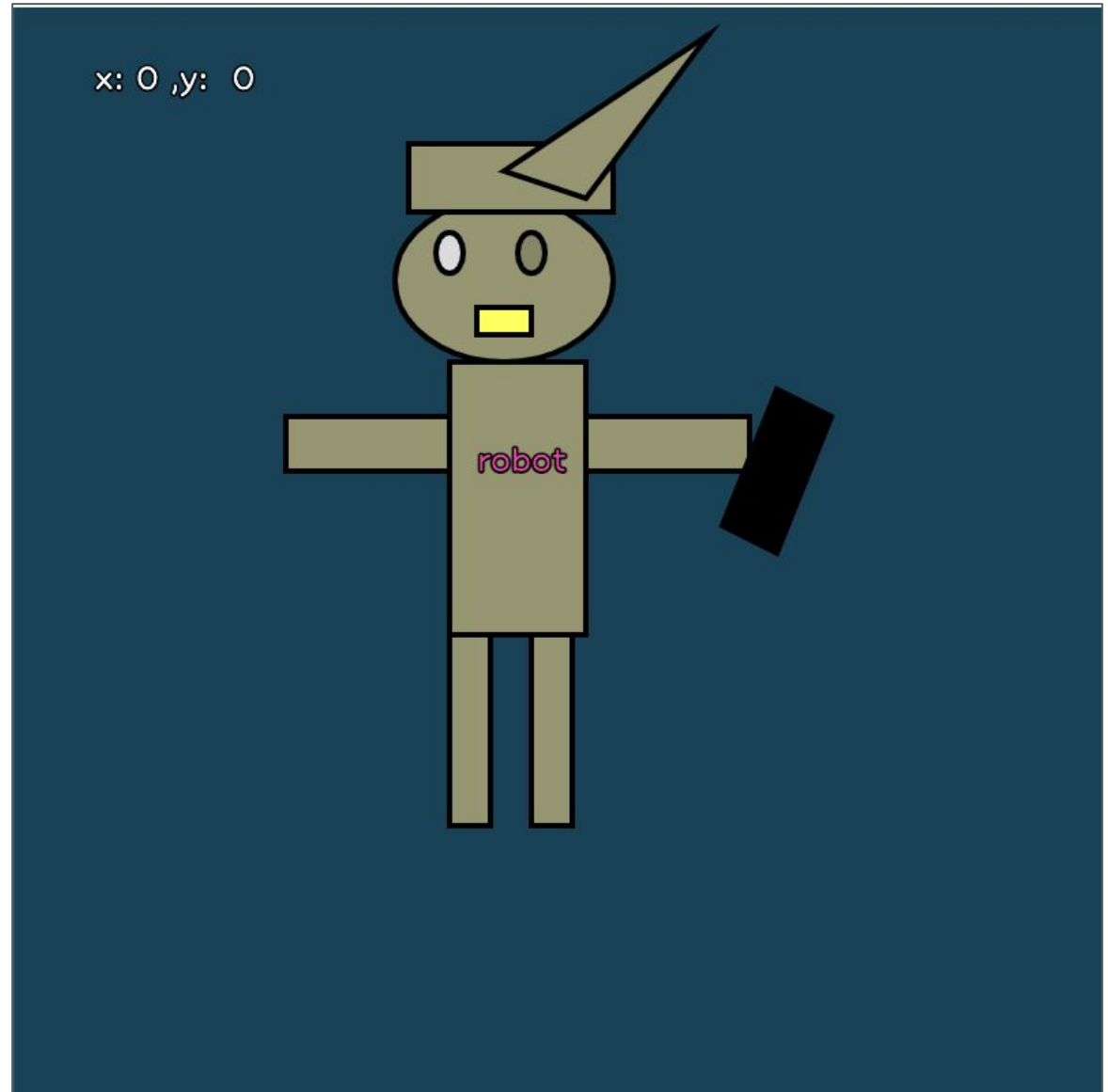
```
1
2 ▼ function setup() {
3     createCanvas(800, 500);
4 }
5
6 ▼ function draw() {
7     background(133, 133, 133);
8
9     ///mushroom cloud
10    fill(229, 81, 6);
11    rect(500, 270, 150, 150);
12    fill(255, 141, 51)
13
14    // Define the curve points as JavaScript objects
15    let p1 = { x: 400, y: 185 };
16    let p2 = { x: 437, y: 185 };
17    let p3 = { x: 450, y: 260 };
18    let p4 = { x: 500, y: 270 };
19    noFill();
20    stroke(255, 102, 0);
21    curve(p1.x, p1.y, p1.x, p1.y, p2.x, p2.y, p3.x, p3.y);
22    stroke(0);
23    curve(p1.x, p1.y, p2.x, p2.y, p3.x, p3.y, p4.x, p4.y);
24    stroke(255, 102, 0);
25    curve(p2.x, p2.y, p3.x, p3.y, p4.x, p4.y, p4.x, p4.y);
26
27    line(400, 185, 370, 170)
28    line(370, 169, 370, 120)
29    line(370, 121, 370, 1)
30    line(650, 270, 1000, 1)
31
32
33    ///car
34    fill(56, 53, 53);
35    ellipse(104, 310, 40, 40);
36    ellipse(260, 310, 40, 40);
37    fill(229, 16, 6);
38    rect(68, 217, 240, 90);
39    line(235, 165, 235, 219);
40    line(310, 220, 235, 165);
41
42    ///robot
43    fill(128, 125, 125)
44    rect(95, 125, 30, 90)
45    quad(194, 210, 220, 192, 163, 125, 136, 126)
46    rect(92, 48, 60, 75)
47    rect(105, 10, 35, 36)
48    quad(153, 76, 153, 56, 222, 92, 207, 111)
49    quad(92, 83, 92, 58, 32, 75, 42, 110)
50    fill(251, 248, 247)
51    rect(110, 33, 30, 10)
52    rect(112, 19, 8, 8)
53    rect(126, 19, 8, 8)
54
55    ///text
56    textSize(40)
57    text("boom", 540, 220)
58    textSize(50)
59    text("the fast and furious", 249, 79)
60    textSize(40)
61    text("the robot apocalypse", 308, 128)
62    fill(15, 12, 10)
63    rect(1, 420, 1000, 140)
64
65    //writes mouseX and mouseY variables on the canvas
66    textSize(15);
67    fill(255);
68    stroke(0);
69    strokeWeight(2);
70    // comment out ([ut // in front) of the next line when done!
71    text("x: " + int(mouseX) + " ,y:  " + int(mouseY), 30, 30);
72 }
```