```
void draw() {
  /* Use the method below to put moles in the holes. */



}

void drawMole(int moleX, int moleY) {
  noStroke();
  fill(125, 93, 43);
  ellipse(moleX, moleY, 60, 60); // face
  fill(255, 237, 209);
  ellipse(moleX, moleY+10, 33, 28);
  fill(0, 0, 0);
  ellipse(moleX-10, moleY-15, 10, 10); // eyes
  ellipse(moleX+10, moleY-15, 10, 10);
  ellipse(moleX, moleY-5, 10, 10); // nose
  ellipse(moleX, moleY+10, 20, 5); // mouth
}

void setup() {
  size(400, 400);
  background(78, 166, 51); // green grass
  fill(0, 0, 0);
  ellipse(200, 200, 100, 30); // holes!
  ellipse(70, 119, 100, 30);
  ellipse(300, 60, 100, 30);
  ellipse(297, 350, 100, 30);
}
```