wall is Rectangle(width:650,height:650)

wall.change(color:"lightBlue")

sun is Ellipse(width:150,height:150)

sun.change(color:"yellow")

stalk is Rectangle(width:40,height:150)

stalk.change(color:"brown")

stalklocation is Point(x:150,y:500)

stalk.moveTo(location:stalklocation)

tree is Ellipse(width:150,height:200)

tree.change(color:"green")

treelocation is Point(x:80,y:310)

tree.moveTo(location:treelocation)

o is Ellipse(width:40,height:40)

o.change(color:"orange")

olocation is Point(x:120,y:320)

o.moveTo(location:olocation)

o1 is Ellipse(width:40,height:40)

o1.change(color:"orange")

o1location is Point(x:140,y:450)

o1.moveTo(location:o1location)

o2 is Ellipse(width:40,height:40)

o2.change(color:"orange")

o2location is Point(x:80,y:400)

o2.moveTo(location:o2location)

stalk1 is Rectangle(width:40,height:150)

stalk1.change(color:"brown")

stalk1location is Point(x:400,y:500)

stalk1.moveTo(location:stalk1location)

tree1 is Ellipse(width:200,height:200)

tree1.change(color:"green")

tree1location is Point(x:300,y:310)

tree1.moveTo(location:tree1location)

a is Ellipse(width:25,height:25)

a.change(color:"red")

alocation is Point(x:350,y:420)

a.moveTo(location:alocation)

a1 is Ellipse(width:25,height:25)

a1.change(color:"red")

a1location is Point(x:400,y:450)

a1.moveTo(location:a1location)

a2 is Ellipse(width:25,height:25)

a2.change(color:"red")

a2location is Point(x:400,y:350)

a2.moveTo(location:a2location)

a3 is Ellipse(width:25,height:25)

a3.change(color:"red")

a3location is Point(x:350,y:350)

a3.moveTo(location:a3location)

a4 is Ellipse(width:25,height:25)

a4.change(color:"red")

a4location is Point(x:450,y:400)

a4.moveTo(location:a4location)

cloud is Ellipse(width:250,height:90)

cloud.change(color:"white")

cloudlocation is Point(x:270,y:75)

cloud.moveTo(location:cloudlocation)

cloud1 is Ellipse(width:100,height:140)

cloud1.change(color:"white")

cloud1location is Point(x:300,y:50)

cloud1.moveTo(location:cloud1location)

cloud2 is Ellipse(width:100,height:140)

cloud2.change(color:"white")

cloud2location is Point(x:380,y:50)

cloud2.moveTo(location:cloud2location)

cloud3 is Ellipse(width:125,height:130)

cloud3.change(color:"white")

cloud3location is Point(x:420,y:50)

cloud3.moveTo(location:cloud3location)

a is Ellipse(width:40,height:40)

a.change(color:"red")

alocation is Point(x:0,y:0)

a.moveTo(location:alocation)

a1 is Ellipse(width:40,height:40)

a1.change(color:"yellow")

a1location is Point(x:50,y:0)

a1.moveTo(location:a1location)

Program.waitHere(time:1)

a2 is Ellipse(width:40,height:40)

a2.change(color:"green")

a2location is Point(x:100,y:0)

a2.moveTo(location:a2location)

a.hide()

Program.waitHere(time:1)

a.show()

Program.waitHere(time:1)

a1.hide()

Program.waitHere(time:1)

a1.show()

Program.waitHere(time:1)

a2.hide()

Program.waitHere(time:1)

a2.show()

Program.waitHere(time:1)