

```
7
8 void draw(){
9
10 //variable to map mouse-color
11 float c1 = map(mouseX, 0, width, 0, 255);
12
13 smooth();
14 ellipseMode(CENTER);
15 rectMode(CENTER);
16
17 // Body
18 stroke(c1); //calling color as outline
19 fill(150);
20 rect(100,100,20,100);
21
22 // Head
23 fill(255);
24 ellipse(100,70,60,60);
25
26 // Eyes
27 fill(0);
28 ellipse(81,70,16,32);
29 ellipse(119,70,16,32);
30
31 // Legs
```

