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1 float arms = 100;
2 float lav = 140;
3 float speed = 0;
4 float gravity = 0.01;
5 void setup(){
6     size(640,360);
7
8 }
9
10 void draw(){
11     background(255);
12     fill(175);
13     stroke(0);
14
15     ellipseMode(CENTER);
16     rectMode(CENTER);
17
18     //begin gravity maths
19     lav = lav + speed;
20     speed = speed+gravity;
21     if(lav > 200){
22         speed = speed * -0.95;
23         lav = 200;
24     }
25     translate(200,lav); //gravity maths applied to translation
26
27     //body
28     stroke(0);
29     fill(0);
30     quad(80,0,0, 80, -80, 0,0, -80);
31
32     //head
33     fill(255,0,0);
34     ellipse(0,-30,70,60);
35
36     //eyes
37     fill(255);
38     strokeWeight(2);
39     ellipse(-19,-30,16,22);
40     ellipse(19,-30,16,22);
41     strokeWeight(2);
42
43     //legs
44     stroke(1);
45     fill(255,0,0);
```

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46 quad(50,0,0, 100, -0, 100,-50, -0);
47
48 //arms
49 strokeWeight(1);
50 fill(0,255);
51 quad(-80,5,-80,75,80,5,80,75);
52 strokeWeight(1);
53
54
55 }
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