```
float arms = 100;
float lav = 140;
float speed = 0;
float gravity = 0.01;
void setup(){
  size(640,360);

}

void draw(){
  background(255);
    fill(175);
  stroke(0);

 ellipseMode(CENTER);
 rectMode(CENTER);

 //begin gravity maths
 lav = lav + speed;
 speed = speed+gravity;
 if(lav > 200){
 speed = speed * -0.95;
lav = 200;
 }
  translate(200,lav); //gravity maths applied to translation

  //body
  stroke(0);
  fill(0);
  quad(80,0,0, 80, -80, 0,0, -80);

  //head
  fill(255,0,0);
  ellipse(0,-30,70,60);

  //eyes
  fill(255);
  strokeWeight(2);
  ellipse(-19,-30,16,22);
  ellipse(19,-30,16,22);
  strokeWeight(2);

  //legs
  stroke(1);
  fill(255,0,0);
```

```
  quad(50,0,0, 100, -0, 100,-50, -0);

  //arms
  strokeWeight(1);
  fill(0,255);
  quad(-80,5,-80,75,80,5,80,75);
  strokeWeight(1);


}
```