|  |
| --- |
| Programming\_Project |
| Shop shop;  Donuts [] donuts = new Donuts[10];  Background [] background = new Background[1000];  Family family;  Production production;  Productionline productionline;  Donutgameleft[] donutgameleft = new Donutgameleft[7];  Donutgameright[] donutgameright = new Donutgameright[5];  float timer;  PImage drip;  PImage maggie;  PImage marge;  PImage bart;  PImage lisa;  PImage bg; |
| Setup() |
| Draw() |
| Background |
| float backgroundX;  float backgroundY;  float backgroundW;  float backgroundH; |
| Display() |

|  |
| --- |
| Donutgameleft |
| float gameleftX;  float gameleftY;  float gamepositionX = random(10,1010); |
| Display() |
| Move() |

|  |
| --- |
| Donutgameright |
| float gamerightX;  float gamerightY;  float gamepositionX = random(1030,1790); |
| Display() |
| Move() |

|  |
| --- |
| Donuts |
| float donutsX;  float donutsY;  float donutsW;  float donutsH; |
| Display() |
| Move() |

|  |
| --- |
| Family |
| PImage img;  float familyX;  float familyY;  float familyW;  float familyH;  PImage maggie;  PImage marge;  PImage bart;  PImage lisa; |
| Images() |
| Display() |

|  |
| --- |
| Production |
| float productionX;  float productionY;  PImage drip; |
| Images() |
| Display() |

|  |
| --- |
| Productionline |
| float lineX;  float lineY; |
| Display() |
| Move() |

|  |
| --- |
| Shop |
| PImage royaldonuts;  PImage window;  PImage shop1;  float shopX;  float shopY;  float shopW;  float shopH;  color shopColor;  float sprinkleX = 945;  float sprinkleY = 155;  float sprinkleW;  float sprinkleH; |
| Images() |
| Display() |