```
1   #Background
2   app.background=gradient('deepSkyBlue', 'skyBlue', start='top-left')
3   #theGround
4   Ground = Line(0, 388, 400, 388, fill='limeGreen', lineWidth=60)
5   #Coin
6   coin= Circle(200,308,10, fill='gold')
7   Label('C', 200, 308, fill='black', size= 15)
8   #Ball
9   ball= Circle(40, 358, 20, fill='firebrick')
10  #BallFace
11  Eye = Circle(48, 354, 6, fill='White', border='black', borderWidth=1)
12  Pupil =  Circle(48, 354, 2, fill='black', border='black', borderWidth=1)
13  Eye2 = Circle(32,354, 6, fill='white',  border='black', borderWidth=1)
14  Pupil2 = Circle(32,354, 2, fill='black',  border='black', borderWidth=1)
15  #Clouds
16  Circle(68, 104, 30, fill='White')
17  Circle(96, 71, 30, fill='White')
18  Circle(119, 111, 30, fill='White')
19  Circle(145, 70, 30, fill='White')
20  Circle(166, 110, 30, fill='White')
21  Circle(266, 71, 30, fill='White')
22  Circle(305, 41, 30, fill='White')
23  Circle(351, 63, 30, fill='White')
24  Circle(309, 87, 30, fill='White')
25  #Label
26  s2 = Label('Click to begin', 200,200, visible=True)
27  coinlabel= Label('You Got It!', 200, 200, visible=False)
28  s = Label('Controls: Up, Right, and Left', 200,215, visible=False)
29  #Tree
30
31
32
33  def onMousePress(mouseX,mouseY):
34      s.visible=True
35      s2.visible=False
36
37  def onKeyPress(key):
38      if key == 'right':
39          s.visible=False
40          ball.centerX +=10
41          Eye.centerX +=10
42          Pupil.centerX +=10
43          Eye2.centerX +=10
44          Pupil2.centerX +=10
45      elif key=='left':
46          ball.centerX-=10
47          Eye.centerX-=10
48          Pupil.centerX -=10
49          Eye2.centerX-=10
50          Pupil2.centerX -=10
51      elif key=='up':
52          s.visible=False
53          ball.centerY-=50
54          Eye.centerY-=50
55          Pupil.centerY -=50
56          Eye2.centerY-=50
57          Pupil2.centerY -=50
58      else:
59          s.visible=True
60
61      if s2.visible==True:
62          coinlabel.visible=False
63      elif ball.hitsShape(coin)==True:
64          coinlabel.visible=True
65          app.stop()
66
67
68
69  def onKeyRelease(key):
70      if key == 'right':
71          ball.centerX+=10
72          Eye.centerX+=10
73          Pupil.centerX +=10
```

```python
74          Eye2.centerX+=10
75          Pupil2.centerX +=10
76      elif key=='left':
77          ball.centerX -=10
78          Eye.centerX -=10
79          Pupil.centerX -=10
80          Eye2.centerX -=10
81          Pupil2.centerX -=10
82      elif key=='up':
83          ball.centerY+=50
84          Eye.centerY+=50
85          Pupil.centerY +=50
86          Eye2.centerY+=50
87          Pupil2.centerY +=50
88      else:
89          s.visible=True
```