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1  ### This file was copied from CS 1 '19-'20 on 2020-09-03.
2
3  #background
4  background = Rect(0,0,400,400, fill='pink')
5  #body
6  Oval(220, 200, 90, 300, fill='yellow', border='black', borderWidth=8)
7  #head and Bottom
8  poly = Polygon(180,90,260,70,215,15, fill='pink')
9  Line(192,91,243,79, lineWidth=9)
10 poly2 = Polygon(188,330,221,364,250,326, fill='pink')
11 Line(198,327,244,322, lineWidth=9)
12 #eyes
13 Circle(202, 160, 18, fill='white', border='black', borderWidth=5)
14 eye = Circle(202, 160, 5, align='center')
15 Circle(237, 160, 18, fill='white', border='black', borderWidth=5)
16 eye2 = Circle(237, 160, 5)
17 #mouth
18 Oval(220,225,65,65, fill=gradient('red','darkred', start='bottom'), border='black', borderWi
19 Oval(220,214,65,50, fill='yellow', border='black', borderWidth=5, opacity=98)
20 Oval(220,205,73,53, fill='yellow')
21 #limbs
22 #legs and feet
23 Line(195,310,182,378, lineWidth=8)
24 Line(248,305,265,370, lineWidth=8)
25 Oval(178,378,30, 20, fill='grey', border='black', borderWidth=5)
26 Oval(267,370,30,20, fill='grey', border='black', borderWidth=5)
27 #arms
28 Line(180, 270, 140,275, lineWidth=7, visible=True)
29 a = Line(100, 245, 143, 276, lineWidth=7, visible=True)
30 Line(257, 265, 303, 266, lineWidth=7)
31 b = Line(301, 268, 318, 230, lineWidth=7)
32 c = Star(100, 245, 30, 10, fill=gradient('red', 'skyblue', 'pink'), border='black', borderWi
33 d = Star(318, 230, 30, 10, fill=gradient('red', 'skyblue', 'pink'), border='black', borderWi
34 #armsdown
35 armdown = Line(142, 274,100, 315, lineWidth=7, visible=False)
36 s1 = Star(100,315, 30, 10, fill=gradient('red', 'skyblue', 'pink'), border='black', borderWi
37 armdown2 = Line(301,265,332, 300, lineWidth=7, visible=False)
38 s2 = Star(332, 300, 30, 10, fill=gradient('red', 'skyblue', 'pink'), border='black', borderW
39
40 def onMousePress(mouseX, mouseY):
41     #changing the background, position of arms, and radius of eyes
42     s1.visible=True
43     s1.fill=gradient('orange','skyblue', 'purple','purple')
44     s2.visible=True
45     s2.fill=gradient('orange','skyblue', 'purple','purple')
46     armdown.visible=True
47     armdown2.visible=True
48     a.visible=False
49     b.visible=False
50     c.visible=False
51     d.visible=False
52     background.fill='purple'
53     poly.fill='purple'
54     poly2.fill='purple'
55     eye.radius=7
56     eye2.radius=7
57
58
59
60 def onMouseRelease(mouseX, mouseY):
61     #changing back the previous background, position of arms, and radius of eyes
62     s1.visible=False
63     s2.visible=False
64     armdown.visible=False
65     armdown2.visible=False
66     a.visible=True
67     b.visible=True
68     c.visible=True
69     d.visible=True
70     background.fill='pink'
71     poly.fill='pink'
72     poly2.fill='pink'
73     eye.radius=5

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