

DOCUMENTATION VIRTUAL PET PROJECT

Link to the page : <https://www.cs.drexel.edu/~aut25/PetProject/Pet.html>

Back Story:

It was a cold windy night at Drexel. I was walking down the street right across my dorm. Suddenly I saw a squirrel fly by me. It was very quick to notice that I had seen it. It turned around and flew towards me with immense speed. “The prophecy has been fulfilled” it said. I was freaking out because I had just seen a flying squirrel talk in a superhero suit. “The prophecy said that the person who sees me in my superhero consume for the first time becomes my owner.” it continued. At this point, I was terrified, a speaking squirrel wants to be my pet. I tried running away from there, but it kept following me. It made me agree to adopt it and keep it as my pet or else it threatened to beat me up. And that is how squirrel became my pet.

Reasons behind the state transitions:

The squirrel as said on the website is a very moody pet. I wanted it to feel like it was like a real pet and not a superficial one. So, I included a lot of random emotions and almost every emotion is possible after every button that is clicked because real animals sometimes get angry when you pet them too.

States

- ① Normal
- ② Sad
- ③ Sadder
- ④ Happy
- ⑤ Happier
- ⑥ Angry
- ⑦ Angrier
- ⑧ Bored
- ⑨ More Bored
- ⑩ Dirty
- ⑪ Sleepy
- ⑫ Sleepier
- ⑬ Hungry
- ⑭ Hungrier
- ⑮ Transform into superhero
- ⑯ Superhero action
- ⑰ Transitions (between change of states)
- ⑱ Leaving

Inputs

States	T_1	Food	Activities	Coffee	Bed	Petting	T_2
Normal	Random from the happy, sad, hungry, sleepy, bored and angry	Random choice from hungry, happy, angry, sleepy, bored and	Random choice from happy, angry, sleepy, bored, dirty and hungry	Random from happy, sleepy, bored and hungry for all states	Random from happy, sleepy, bored and hungry for all states	Random choice from happy, sleepy, dirty and hungry	Random choice from angry and you there
Sad	Sadder						
Hungry	More hungry						
Happy	Happier						
Bored	More bored						
Sleepy	Sleepier						
Angry	Angrier						
Dirty	-						

T_1 represents the time that it takes to change the state of the pet.

The pet also transitions whenever a button is pressed. So, there are a few

transition states that haven't been listed here which can only be achieved on pressing buttons and do not affect the state of the pet.

Documentation:

The code runs the html body element part first which uses the onload attribute to link it to function changeMood which contains setTimeout instructions. These instructions change the state of the pet over time. These setTimeout instructions make the pet have negative emotions and eventually leaving as the user does not interact with the pet. The rest of the body code in html creates images which, on clicked, execute code for their respective functions.

The reason for having a separate function for each of the onclick events is that it allows me to put in a few different pictures and also allows me to have different description for each of the images.

Each of the onClick function link to a function named same as their id and the function has further setTimeouts which link to at least two functions depicting the activity and a third one giving the reaction of the pet. Whenever the activity is executed they are chosen from a random reaction where each one of them holds an equal probability. All the onclick events have clearTimeouts for clearing any of the previous setTimeout attributes still remaining.

The math.random() function is used to make the value of the variable random. Math.floor() is used to get the closest integer to the value given out by math.random()*n

There is also a special button called transform which transforms the squirrel into a superhero but there is only a 1/2 probability of that taking place.

Code:

```
<html>
<head>
<script type="text/javascript">
function mood(){
  document.getElementById('mood').src="Pics/Normal.jpg"
  document.getElementById('description').innerHTML="HEY! I am
your very own pet squirrel."
  t1=setTimeout(mood1, 6000)
  t2=setTimeout(mood2, 15000)
  t3=setTimeout(mood3, 20000)
  t4=setTimeout(mood4, 23000)
}
function mood1(){
  var x = Math.floor(Math.random()*5)
  if(x==0){ document.getElementById('mood').src="Pics/Sad.jpg"
document.getElementById('description').innerHTML="Hey, I am sad
because you are not playing with me!" }

  else if(x==1){
    document.getElementById('mood').src="Pics/Angry2.jpg"
    document.getElementById('description').innerHTML="Play with me I
am Angry and this is just the start of how I react"
  }
  else if(x==2){
    document.getElementById('mood').src="Pics/Hungry.jpg"
    document.getElementById('description').innerHTML="Since you
aren't ineterested in interacting with me at least feed me."
  }
  else if(x==3){
    document.getElementById('mood').src="Pics/sleepysquirrel.jpg"
    document.getElementById('description').innerHTML="I am sleepy
now because you aren't interacting with me"
  }
}
```

```

else if(x==4){
    document.getElementById('mood').src="Pics/Bored.jpg"
    document.getElementById('description').innerHTML="I am bored.
You aren't interacting with me!!"
}
}
function mood2(){
    var x1= Math.floor(Math.random()*3)
    if(x1==0){
        document.getElementById('mood').src="Pics/Angry.jpg"
        document.getElementById('description').innerHTML="I am very
angry at you right now"
    }
    else if(x1==1){
        document.getElementById('mood').src="Pics/Youthere.jpg"
        document.getElementById('description').innerHTML="You there ?"
    }
    else if(x1==2){
        document.getElementById('mood').src="Pics/mewhenangry.jpg"
        document.getElementById('description').innerHTML="This will be
you if you do not interact with me"
    }
}
function mood3(){
    document.getElementById('mood').src="Pics/leaving.jpg"
    document.getElementById('description').innerHTML="I am very sad
here I am leaving since you clearly don't want to play with me :("
}
function mood4(){
    document.getElementById('mood').src="Pics/left.png"
    document.getElementById('description').innerHTML="Your pet has
left you. In order to bring it back, press any of the buttons on your
screen"
}

```

```

function changeMoodByFood(){
    var x2= Math.floor(Math.random()*6)

    if(x2==0){
        t5=setTimeout(response, 100)
        t6=setTimeout(response1,3000)

        function
response(){ document.getElementById('mood').src="Pics/happy.jpg";
document.getElementById('description').innerHTML="I am so happy
now that I have something in my stomach" }
        function
response1(){ document.getElementById('mood').src="Pics/Happy1.jpg";
document.getElementById('descripton').innerHTML="I am so happy
now that I have something in my stomach" }
    }
    else if(x2==1){
        t5=setTimeout(response2, 100)
        t6=setTimeout(response3, 3000)

        function
response2(){ document.getElementById('mood').src="Pics/angry2.jpg";
document.getElementById('description').innerHTML="I feel angry at
you right now for taking so long before feeding me" }
        function
response3(){ document.getElementById('mood').src="Pics/Angry.jpg";
document.getElementById('description').innerHTML="I am getting
angrier with every passing second, you better play with me now" }
    }
    else if(x2==2){
        t5=setTimeout(response4, 100)
        t6=setTimeout(response5, 3000)

        function
response4(){ document.getElementById('mood').src="Pics/Sleepy.jpg";

```

```
document.getElementById('description').innerHTML="I am sleepy after  
so much food" }
```

```
function  
response5(){ document.getElementById('mood').src="Pics/sleepysquirrel  
.jpg"; document.getElementById('description').innerHTML="What are  
you waiting for? Tuck me in now" }  
}
```

```
else if(x2==3){  
t5=setTimeout(response6, 100)  
t6=setTimeout(response11, 3000)
```

```
function  
response6(){ document.getElementById('mood').src="Pics/Bored.jpg";  
document.getElementById('description').innerHTML="After eating so  
much I am so bored" }
```

```
function  
response11(){ document.getElementById('mood').src="Pics/bored2.jpg";  
document.getElementById('description').innerHTML="I am very bored,  
help" }  
}
```

```
else if(x2==4){  
t5=setTimeout(response7, 100)  
t6=setTimeout(response8, 3000)
```

```
function  
response7(){ document.getElementById('mood').src="Pics/dirty.jpeg";  
document.getElementById('description').innerHTML="What was that ?  
I have something on my nose? Interesting" }
```

```
function  
response8(){ document.getElementById('mood').src="Pics/dirty.jpg";  
document.getElementById('description').innerHTML="I know I have  
something on my nose right? Don't worry just keep giving food" }  
}
```

```
else if(x2==5){  
t5=setTimeout(response9, 100)
```



```
t6=setTimeout(response10, 3000)
```

```
function
```

```
response9(){ document.getElementById('mood').src="Pics/Hungry.jpg";  
document.getElementById('description').innerHTML="I am still hungry  
after all that food" }
```

```
function
```

```
response10(){ document.getElementById('mood').src="Pics/hungry2.jpg  
"; document.getElementById('description').innerHTML="Can You  
Please give me more food?" }  
}
```

```
}
```

```
function nut(){
```

```
clearTimeout(t0)
```

```
clearTimeout(t1)
```

```
clearTimeout(t2)
```

```
clearTimeout(t3)
```

```
clearTimeout(t4)
```

```
setTimeout(nut1, 100)
```

```
setTimeout(nut2, 3000)
```

```
setTimeout(changeMoodByFood, 5000)
```

```
}
```

```
function nut1(){
```

```
document.getElementById('mood').src="Pics/Buryseeds.jpg"
```

```
document.getElementById('description').innerHTML="Thanks for
```

```
DEEZ NUTS"
```

```
}
```

```
function nut2(){
```

```
document.getElementById('mood').src="Pics/Thanksforthefood.jpg"
```

```
document.getElementById('description').innerHTML="I have a lot of  
food now. Thank You!!"
```

```
}
```

```
function corn(){
```

```
clearTimeout(t0)
```

```

clearTimeout(t1)
clearTimeout(t2)
clearTimeout(t3)
clearTimeout(t4)

setTimeout(corn1, 100)
setTimeout(corn2, 3000)
setTimeout(changeMoodByFood, 5000)
}
function corn1(){
  document.getElementById('mood').src="Pics/squirrelveges.jpg"
  document.getElementById('description').innerHTML="Thanks for da
corn"
}
function corn2(){
  document.getElementById('mood').src="Pics/corn.jpg"
  document.getElementById('description').innerHTML="I have a lot of
food now. Thank You!!"
}
function cheese(){
  clearTimeout(t0)
  clearTimeout(t1)
  clearTimeout(t2)
  clearTimeout(t3)
  clearTimeout(t4)

  setTimeout(cheese1, 100)
  setTimeout(cheese2, 3000)
  setTimeout(changeMoodByFood, 5000)
}
function cheese1(){
  document.getElementById('mood').src="Pics/cheese.jpg"
  document.getElementById('description').innerHTML="I love cheese"
}
function cheese2(){

```

```

    document.getElementById('mood').src="Pics/cheese.png"
    document.getElementById('description').innerHTML="I have a lot of
food now. Thank You!!"
}
function changeMoodByAct(){
    var x3= Math.floor(Math.random()*6)

    if(x3==0){
        t15=setTimeout(response, 100)
        t16=setTimeout(response1,3000)
        function
response(){ document.getElementById('mood').src="Pics/happy.jpg";
document.getElementById('description').innerHTML="I am so happy
now that I have done something in my day" }
        function
response1(){ document.getElementById('mood').src="Pics/Happy1.jpg";
document.getElementById('description').innerHTML="I feel on top of
the world" }
    }
    else if(x3==1){
        t15=setTimeout(response2, 100)
        t16=setTimeout(response3, 3000)

        function
response2(){ document.getElementById('mood').src="Pics/angry2.jpg";
document.getElementById('description').innerHTML="I feel angry at
you right now for making me do all of these energy buning activities" }
        function
response3(){ document.getElementById('mood').src="Pics/Angry.jpg";
document.getElementById('description').innerHTML="Give me my
energy back by putting me to bed, or else...." }
    }
    else if(x3==2){
        t15=setTimeout(response4, 100)
        t16=setTimeout(response5, 3000)

```

```
function
response4(){document.getElementById('mood').src="Pics/Sleepy.jpg";
document.getElementById('description').innerHTML="I am sleepy after
so much energy burning"}
```

```
function
response5(){document.getElementById('mood').src="Pics/sleepysquirrel
.jpg"; document.getElementById('description').innerHTML="What are
you waiting for? Tuck me in now" }
}
else if(x3==3){
t15=setTimeout(response6, 100)
t16=setTimeout(response11, 3000)
```

```
function
response6(){document.getElementById('mood').src="Pics/Bored.jpg";
document.getElementById('description').innerHTML="After doing so
much I am still bored, play a different activity"}
```

```
function
response11(){document.getElementById('mood').src="Pics/bored2.jpg";
document.getElementById('description').innerHTML="I am very bored,
help. DO SOMETHING" }
}
else if(x3==4){
t15=setTimeout(response7, 100)
t16=setTimeout(response8, 3000)
```

```
function
response7(){document.getElementById('mood').src="Pics/dirty.jpeg";
document.getElementById('description').innerHTML="I know I look
bad. I fell down while playing"}
```

```
function
response8(){document.getElementById('mood').src="Pics/dirty.jpg";
document.getElementById('description').innerHTML="I don't need to be
cleaned, I am an animal I clean myself"}
```

```

    }
    else if(x3==5){
        t15=setTimeout(response9, 100)
        t16=setTimeout(response10, 3000)

        function
response9(){ document.getElementById('mood').src="Pics/Hungry.jpg";
document.getElementById('description').innerHTML="I am so hungry
after all that activitiy"}
        function
response10(){ document.getElementById('mood').src="Pics/hungry2.jpg
"; document.getElementById('description').innerHTML="Can You
Please give me some food?"}
    }
}
function gym(){
    clearTimeout(t0)
    clearTimeout(t1)
    clearTimeout(t2)
    clearTimeout(t3)
    clearTimeout(t4)

    setTimeout(gym1, 100)
    setTimeout(gym2, 3000)
    setTimeout(changeMoodByAct, 5000)
}
function gym1(){
    document.getElementById('mood').src="Pics/karateclass.jpg"
    document.getElementById('description').innerHTML="I know karate
now !"
}
function gym2(){
    document.getElementById('mood').src="Pics/gymmeme.jpg"
    document.getElementById('description').innerHTML="The picture
says it all"

```



```

}
function jenga(){
  clearTimeout(t0)
  clearTimeout(t1)
  clearTimeout(t2)
  clearTimeout(t3)
  clearTimeout(t4)

  setTimeout(jenga1, 100)
  setTimeout(jenga2, 3000)
  setTimeout(changeMoodByAct, 5000)
}
function jenga1(){
  document.getElementById('mood').src="Pics/jhengaplay.jpg"
  document.getElementById('description').innerHTML="Sure, if that is
what you're into"
}
function jenga2(){
  document.getElementById('mood').src="Pics/jenga.jpg"
  document.getElementById('description').innerHTML="Oopsie! I
dropped it"
}
function guitar(){
  clearTimeout(t0)
  clearTimeout(t1)
  clearTimeout(t2)
  clearTimeout(t3)
  clearTimeout(t4)

  setTimeout(guitar1, 100)
  setTimeout(guitar2, 3000)
  setTimeout(changeMoodByAct, 5000)
}
function guitar1(){
  document.getElementById('mood').src="Pics/guitar.jpg"

```

```

    document.getElementById('description').innerHTML="Na nnnanana
nananna"
}
function guitar2(){
    document.getElementById('mood').src="Pics/music.jpg"
    document.getElementById('description').innerHTML="La la la la"
}
function park(){
    clearTimeout(t0)
    clearTimeout(t1)
    clearTimeout(t2)
    clearTimeout(t3)
    clearTimeout(t4)

    setTimeout(park1, 100)
    setTimeout(park2, 3000)
    setTimeout(park3, 6000)
    setTimeout(changeMoodByAct, 7500)
}
function park1(){
    document.getElementById('mood').src="Pics/playing.jpeg"
    document.getElementById('description').innerHTML="I think I forgot
to tell you that I trained LeBron James"
}
function park2(){
    document.getElementById('mood').src="Pics/park.gif"
    document.getElementById('description').innerHTML="What am I
doing? I am just having fun"
}
function park3(){
    document.getElementById('mood').src="Pics/park2.gif"
    document.getElementById('description').innerHTML="What am I
doing? I am just having fun"
}
function petting(){

```

```

clearTimeout(t0)
clearTimeout(t1)
clearTimeout(t2)
clearTimeout(t3)
clearTimeout(t4)

setTimeout(petting1, 100)
setTimeout(changeMoodByPet, 5000)
}
function petting1(){
    document.getElementById('mood').src="Pics/petting.gif"
    document.getElementById('description').innerHTML="I like this <3"
}
function changeMoodByPet(){
    var x3= Math.floor(Math.random()*4)

    if(x3==0){
        t15=setTimeout(response, 100)
        t16=setTimeout(response1,3000)
        function
response(){ document.getElementById('mood').src="Pics/happy.jpg";
document.getElementById('description').innerHTML="I am so happy
because you were petting me" }
        function
response1(){ document.getElementById('mood').src="Pics/Happy1.jpg";
document.getElementById('description').innerHTML="I feel on top of
the world and I am so happy " }
    }
    else if(x3==1){
        t15=setTimeout(response4, 100)
        t16=setTimeout(response5, 3000)

        function
response4(){ document.getElementById('mood').src="Pics/Sleepy.jpg";

```

```
document.getElementById('description').innerHTML="I am sleepy after  
so much of petting"}
```

```
function
```

```
response5(){document.getElementById('mood').src="Pics/sleepysquirrel  
.jpg"; document.getElementById('description').innerHTML="Please  
Tuck me in now"}  
}
```

```
else if(x3==2){
```

```
t15=setTimeout(response7, 100)
```

```
t16=setTimeout(response8, 3000)
```

```
function
```

```
response7(){document.getElementById('mood').src="Pics/dirty.jpeg";  
document.getElementById('description').innerHTML="See your dirty  
hands made me dirty"}
```

```
function
```

```
response8(){document.getElementById('mood').src="Pics/dirty.jpg";  
document.getElementById('description').innerHTML="But, do not  
worry about cleaning me, I am an animal I clean myself"}  
}
```

```
else if(x3==3){
```

```
t15=setTimeout(response9, 100)
```

```
t16=setTimeout(response10, 3000)
```

```
function
```

```
response9(){document.getElementById('mood').src="Pics/Hungry.jpg";  
document.getElementById('description').innerHTML="I am so hungry  
after all that physical contact"}
```

```
function
```

```
response10(){document.getElementById('mood').src="Pics/hungry2.jpg  
"; document.getElementById('description').innerHTML="Can You  
Please give me some food? I am really hungry"}  
}
```

```
}
```

```
function bed(){
```

```

clearTimeout(t0)
clearTimeout(t1)
clearTimeout(t2)
clearTimeout(t3)
clearTimeout(t4)

setTimeout(bed1, 100)
setTimeout(bed2, 3000)
setTimeout(changeMoodByBed, 6000)
}
function bed1(){
    document.getElementById('mood').src="Pics/bed.jpg"
    document.getElementById('description').innerHTML="So comfy"
}
function bed2(){
    document.getElementById('mood').src="Pics/bed2.jpg"
    document.getElementById('description').innerHTML="Thanks for
tucking me in :)"
}
function changeMoodByBed(){
    var x4= Math.floor(Math.random()*4)

    if(x4==0){
        t15=setTimeout(response, 100)
        t16=setTimeout(response1,3000)
        function
response(){ document.getElementById('mood').src="Pics/happy.jpg";
document.getElementById('description').innerHTML="I got my 8 hours,
so happy "}
        function
response1(){ document.getElementById('mood').src="Pics/Happy1.jpg";
document.getElementById('description').innerHTML="I feel on top of
the world and I am so happy "}
    }
    else if(x4==1){

```



```
t15=setTimeout(response4, 100)
t16=setTimeout(response5, 3000)
```

```
function
response4(){document.getElementById('mood').src="Pics/Sleepy.jpg";
document.getElementById('description').innerHTML="I am still
sleepy"}
function
response5(){document.getElementById('mood').src="Pics/sleepysquirrel
.jpg"; document.getElementById('description').innerHTML="Please Let
Me sleep for some more time"}
}
else if(x4==2){
t15=setTimeout(response7, 100)
t16=setTimeout(response8, 3000)
```

```
function
response7(){document.getElementById('mood').src="Pics/Bored.jpg";
document.getElementById('description').innerHTML="I am bored"}
function
response8(){document.getElementById('mood').src="Pics/bored2.jpg";
document.getElementById('description').innerHTML="I know I just
woke up but I am so bored"}
}
else if(x4==3){
t15=setTimeout(response9, 100)
t16=setTimeout(response10, 3000)
```

```
function
response9(){document.getElementById('mood').src="Pics/Hungry.jpg";
document.getElementById('description').innerHTML="I am so hungry"}
function
response10(){document.getElementById('mood').src="Pics/hungry2.jpg
"; document.getElementById('description').innerHTML="Can I please
have an after nap meal, please"}
```

```

    }
}
function coffee(){
    clearTimeout(t0)
    clearTimeout(t1)
    clearTimeout(t2)
    clearTimeout(t3)
    clearTimeout(t4)

    setTimeout(coffee1, 100)
    setTimeout(coffee2, 3000)
    setTimeout(changeMoodByCoffee, 6000)
}
function coffee1(){
    document.getElementById('mood').src="Pics/burnt.jpg"
    document.getElementById('description').innerHTML="Oopsie! Burnt
myself :0"
}
function coffee2(){
    document.getElementById('mood').src="Pics/coffee.jpeg"
    document.getElementById('description').innerHTML="Do Not
Laugh, Please"
}
function changeMoodByCoffee(){
    var x4= Math.floor(Math.random()*4)

    if(x4==0){
        t15=setTimeout(response, 100)
        t16=setTimeout(response1,3000)
        function
response(){ document.getElementById('mood').src="Pics/happy.jpg";
document.getElementById('description').innerHTML="I got my coffee,
so happy "}
        function
response1(){ document.getElementById('mood').src="Pics/Happy1.jpg";

```

```
document.getElementById('description').innerHTML="I feel on top of  
the world and I am so happy "}
```

```
}
```

```
else if(x4==1){
```

```
    t15=setTimeout(response4, 100)
```

```
    t16=setTimeout(response5, 3000)
```

```
function
```

```
response4(){ document.getElementById('mood').src="Pics/Sleepy.jpg";  
document.getElementById('description').innerHTML="I am sleepy after  
drinking this coffee" }
```

```
function
```

```
response5(){ document.getElementById('mood').src="Pics/sleepysquirrel  
.jpg"; document.getElementById('description').innerHTML="Are you  
sure you gave me coffee? Because I am very sleepy" }
```

```
}
```

```
else if(x4==2){
```

```
    t15=setTimeout(response7, 100)
```

```
    t16=setTimeout(response8, 3000)
```

```
function
```

```
response7(){ document.getElementById('mood').src="Pics/Bored.jpg";  
document.getElementById('description').innerHTML="The caffiene did  
not do much, I am bored" }
```

```
function
```

```
response8(){ document.getElementById('mood').src="Pics/bored2.jpg";  
document.getElementById('description').innerHTML="The caffiene did  
not do much, I am bored" }
```

```
}
```

```
else if(x4==3){
```

```
    t15=setTimeout(response9, 100)
```

```
    t16=setTimeout(response10, 3000)
```

```
function
```

```
response9(){ document.getElementById('mood').src="Pics/Hungry.jpg";
```

```

document.getElementById('description').innerHTML="I am so hungry
now"}
function
response10(){document.getElementById('mood').src="Pics/hungry2.jpg
"; document.getElementById('description').innerHTML="Can I please
have a coffee snack?" }
}
}
function transform(){
clearTimeout(t0)
clearTimeout(t1)
clearTimeout(t2)
clearTimeout(t3)
clearTimeout(t4)
var x5=Math.floor(Math.random()*10)
if(x5<6){alert("Not the time to transform")}
else{ setTimeout(transform1, 100)
setTimeout(transform2, 3500)
setTimeout(transform3, 6000)
setTimeout(changeMoodByAct, 7000)
}
}
function
transform1(){document.getElementById('mood').src="Pics/transform.jp
g"; document.getElementById('description').innerHTML="IT IS TIME
FOR NUTman" }
function
transform2(){document.getElementById('mood').src="Pics/superhero.jp
g"; document.getElementById('description').innerHTML="Time to save
the city"}
function
transform3(){document.getElementById('mood').src="Pics/Normal.jpg";
document.getElementById('description').innerHTML="I am back" }
</script>
<style>

```

```

input[type=image]{
  height: 60px;
  width: 60px;
}
img{
  height: 575px;
  width: 650px;
}
h2{
  font-family: "Comic Sans MS";
}
pre{
  font-family: "Times";
  font-size: 18px;
}
body{
  background-color: #f6f5c7;
}
td{ font-weight: bold;
font-family: "Verdana";
font-size: 16px;}
p{font-weight: bold;
font-size: 20px;
font-family: "Lucida Console"}
</style>
</head>
<body onload="t0=setTimeout(mood(), 10)">
  <center><h2><s>Virtual Pet</s> ReAl PeT</h2><center>
  <center><pre id="intro">While interacting with your pet remember
that its emotions keep getting amplified the longer you take to interact
with it.
  Beware! Your Pet is very Moody. It likes to show how each activity
went which takes time.
  Give it some time to stabilize and then press the next button.(Each
picture represents an action)

```


Psst! Do Not call it virtual. See the scratch up there on the previous head line. Yeah he did that and then wrote the new heading with his own bare claws.</pre>

```
<table cellpadding="30">
  <tr><td>Food</td><td>Coffee</td><td rowspan="6"><img src=""
id="mood"></center></td><td>Activities</td><td>Bed</td></tr>
  <tr><td><input type="image" id="nut" src="Icons/nut.png"
onclick="nut()"></td>
  <td><input type="image" id="coffee" src="Icons/coffee.jpg"
onclick="coffee()"></td>
  <td><input type="image" id="gym" src="Icons/dumbbell.jpg"
onclick="gym()"></td>
  <td><input type="image" id="bed" src="Icons/bedicon.png"
onclick="bed()"></td></tr>
  <tr><td><input type="image" id="corn" src="Icons/corn.jpeg"
onclick="corn()"></td>
  <td><input type="button" onClick="transform()"
value="TRANSFORM"></td>
  <td><input type="image" id="jenga" src="Icons/jenga.jpeg"
onclick="jenga()"></td>
  <td>Petting</td></tr>
  <tr><td><input type="image" id="cheese" src="Icons/cheese.gif"
onclick="cheese()"></td>
  <td></td>
  <td><input type="image" id="guitar" src="Icons/guitar.jpg"
onclick="guitar()"></td>
  <td><input type="image" id="petting" src="Icons/Petting.jpg"
onclick="petting()"></td></tr>
  <tr><td></td><td></td><td><input type="image" id="park"
src="Icons/Parkicon.jpg" onclick="park()"></td><td></td></tr>
  <tr><td></td><td></td><td></td><td></td></tr>
  <tr><td colspan="5"><center><p
id="description"></p><center></td></tr>
```

```
<tr><td></td> <td></td><td> <center><a  
href="documentation.html">Link to  
documentation</a></center></td></tr>  
</table>  
</body>  
</html>
```