The code for the pet

Sprite1

```
when left arrow ▼ key pressed
point in direction -90
move 10 steps
```

```
when right arrow ▼ key pressed
point in direction 90
move 10 steps
```

```
when 🏳 clicked
go to x: 130 y: -80
switch costume to sad ▼
set rotation style left-right ▼
```

```
when 🏳 clicked
forever
    if touching Donut ▼ ? then
        switch costume to happy ▼
```

The code for the food

Donut

```
when 🏳 clicked
go to x: -116 y: 80
show
```
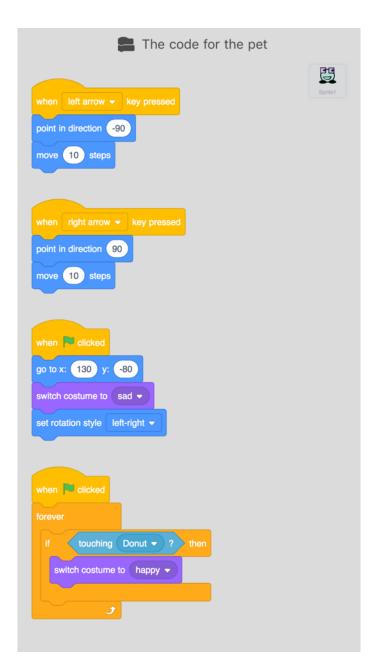
```
when 🏳 clicked
forever
    if touching Sprite1 ▼ ? then
        hide
```