**COAL Project version 1.0 - Fall 2022**

You have to make an animation of infinite length with following requirements:

1. **[Phase I - Objects’ Printing]** Animation will have following objects:
   1. Top 1/3rd of your screen will have mountains, one print triangle function is to be called with different parameters to print multiple mountains. You may have buildings instead of mountain, again generic function and multiple calls to print multiple buildings.
   2. Middle 1/3rd of the screen will have ships of different sizes, one print ship function called with different parameters
   3. Bottom 1/3rd is only sea
   4. Currently the scene will be of Daytime only
2. **[Phase II - Objects’ Movements]** You have to move
3. the sky leftward and
4. the ship rightward

**Important Instruction:** Best use the programming practices i.e. Make subroutines and use string instructions properly. Credit will be given for efficiently using string instructions. Code should be properly commented.