afunction setup() {

createCanvas(400, 400);

}

function draw() {

background(220);

fill(255,255,0);

ellipse(200,200,300);

fill(0);

ellipse(150,150,50,100);

fill(0);

ellipse(250,150,50,100);

fill(255,255,0);

strokeWeight(4);

arc(200,250,90, 90, 0, PI, HALF\_PI);

}