

```
//Link hat
Draw.FillColor = Color.Green;
Draw.Circle(400, 150, 80);

//Link body
Draw.Rectangle(350, 230, 100, 130);
Draw.Triangle(400, 200, 320, 360, 480, 360);

//Link arms
Draw.Quad(340, 220, 360, 230, 310, 290, 330, 300);
Draw.Quad(460, 220, 440, 230, 490, 290, 470, 300);

if (Input.IsKeyboardKeyDown(KeyboardInput.R)){

    //Link hat
    Draw.FillColor = Color.Red;
    Draw.Circle(400, 150, 80);

    //Link body
    Draw.Rectangle(350, 230, 100, 130);
    Draw.Triangle(400, 200, 320, 360, 480, 360);

    //Link arms
    Draw.Quad(340, 220, 360, 230, 310, 290, 330, 300);
    Draw.Quad(460, 220, 440, 230, 490, 290, 470, 300);

}
else if (Input.IsKeyboardKeyDown(KeyboardInput.B)){

    //Link hat
    Draw.FillColor = Color.Blue;
    Draw.Circle(400, 150, 80);

    //Link body
    Draw.Rectangle(350, 230, 100, 130);
    Draw.Triangle(400, 200, 320, 360, 480, 360);

    //Link arms
    Draw.Quad(340, 220, 360, 230, 310, 290, 330, 300);
    Draw.Quad(460, 220, 440, 230, 490, 290, 470, 300);

}
```

No issues found

Output

Map


```
}
else if (Input.IsKeyboardKeyDown(KeyCode.Input.P)){
    //Link hat
    Draw.FillColor = purple;
    Draw.Circle(400, 150, 80);

    //Link body
    Draw.Rectangle(350, 230, 100, 130);
    Draw.Triangle(400, 200, 320, 360, 480, 360);

    //Link arms
    Draw.Quad(340, 220, 360, 230, 310, 290, 330, 300);
    Draw.Quad(460, 220, 440, 230, 490, 290, 470, 300);
}
```

```
//Link belt
Draw.FillColor = brown;
Draw.Rectangle(350, 280, 100, 20);
Draw.FillColor = color.Yellow;
Draw.Circle(400, 290, 15);
```

```
//Link hands
Draw.FillColor = tan;
Draw.Circle(315, 300, 15);
Draw.Circle(485, 300, 15);
```

```
//Link shoes
Draw.FillColor = brown;
Draw.Triangle(380, 360, 380, 380, 340, 380);
Draw.Triangle(420, 360, 420, 380, 460, 380);
```

```
//Link head
Draw.FillColor = tan;
Draw.Ellipse(400, 180, 150, 130);

//Link ears
Draw.Triangle(480, 190, 470, 160, 530, 130);
Draw.Triangle(320, 190, 330, 160, 270, 130);
```

No issues found


```

//Link shoes
Draw.FillColor = brown;
Draw.Triangle(380, 360, 380, 380, 340, 380);
Draw.Triangle(420, 360, 420, 380, 460, 380);

//Link head
Draw.FillColor = tan;
Draw.Ellipse(400, 180, 150, 130);

//Link ears
Draw.Triangle(480, 190, 470, 160, 530, 130);
Draw.Triangle(320, 190, 330, 160, 270, 130);

//Link eyes
//Left Eye
Draw.FillColor = Color.White;
Draw.Triangle(350, 170, 350, 200, 390, 200);
Draw.FillColor = Color.Black;
Draw.Ellipse(365, 190, 10, 20);

//Right Eye
Draw.FillColor = Color.White;
Draw.Triangle(450, 170, 450, 200, 410, 200);
Draw.FillColor = Color.Black;
Draw.Ellipse(435, 190, 10, 20);

//Link Hair
Draw.FillColor = Color.Yellow;
Draw.Triangle(440, 120, 370, 110, 340, 170);
Draw.Triangle(380, 115, 320, 130, 330, 175);
Draw.Triangle(320, 130, 335, 145, 320, 220);
Draw.Quad(435, 120, 430, 130, 485, 150, 475, 170);
Draw.Quad(485, 150, 470, 150, 485, 200, 470, 200);

```


ers 10a Four links

00087

File



loaded successfully
compiled successfully
compiled successfully
loaded successfully
loaded successfully
loaded successfully
fers loa Four links

Users\g
: 16.667
io | MASA
IEEE Floa
-> 48000

onsola.ttf
07c] size
d successe
illy (32 pi
illy (32 pi
aded succes
erbuffer lo
ject create
aded succes
erbuffer lo
ject create



File

Diagnostic Tools

Diagnostic session

Add counter graph

Events

Process Memory (M

CPU (% of all proces

Summary Events CC

Events

Show Events (0 of

NET Counters

View Performance

Memory Usage

Take Snapshot