

Variables Used with their Data type:-

- `int gHeadX=100;`
- `int goldilocksHeadX=300;`
- `int goldilocksHeadY=100;`

Use a function to effectively abstract the drawing of each bear

Instead of repeating the codes I used the drawBear function to draw the bears and equally space them

In the drawBear function I passed int x, int y, int diam and calculated the rest of the values through them.

The coordinates for the rest of the parts was determined by those coordinates