var s,input,button,label,label1,label2,scl=50,food;

var pipes;

function setup() {

createCanvas(500, 500);

label = createElement('h2', 'command(l,r,u,d,rt)');

label.position(10, 0);

input = createInput();

input.position(30, 60);

button = createButton('Enter');

button.position(input.x + input.width, 60);

button.mousePressed(greet);

s = new snake();

frameRate(100);

pipes = new pipe();

}

function draw() {

background(220);

stroke(0);

strokeWeight(10);

line(0, 0, 0, height);

line(0, 0, width, 0);

line(width,0,height,height);

line(0,height,width,height);

stroke(0);

strokeWeight(1);

line(0,100,width,100);

pipes.show();

s.update();

s.show();

if (pipes.hits(snake))

{

label1 = createElement('h2', 'wrong command');

label1.position(200, 0);

}

}

function keyPressed()

{

if (keyCode === UP\_ARROW)

{

s.dir(0,-1);

} else if (keyCode === DOWN\_ARROW)

{

s.dir(0,1);

} else if (keyCode === LEFT\_ARROW)

{

s.dir(-1,0);

} else if (keyCode === RIGHT\_ARROW)

{

s.dir(1,0);

}

}

function greet()

{

var name = input.value();

if (name === 'l')

{

s.dir(-1,0);

} else if (name === 'r')

{

s.dir(1,0);

} else if (name === 'u')

{

s.dir(0,-1);

} else if (name === 'd')

{

s.dir(0,1);

} else if (name === 'rt') {

label1 = createElement('h2', this.x, this.y);

label1.position(400, 0);

}

else

{

label1 = createElement('h2', 'wrong command');

label1.position(200, 0);

}

}

function pipe ()

{

this.top= random(height/2)+100;

this. bottom = random (height/2);

this.w=20;

this.x=width;

this.highlight = false;

this.show = function ()

{

fill(255);

rect(this.x,0,this.w,this.top);

rect(50,120,10,300);

rect(120,220,10,200);

rect(300,150,10,300);

rect(350,150,10,300);

rect(100,120,300,10);

rect(100,220,150,10);

rect(180,0,30,10);

if (this.highlight)

{

fill(255,0,0);

rect(50,130,10,300);

}

}

this.hits = function(snake)

{

if (snake.x!=100){

this.highlight=true;

return true;

}didasko

}

}

function snake()

{

this.x=0;

this.y=100;

this.xspeed=1;

this.yspeed=0;

this.dir = function(x,y)

{

this.xspeed=x;

this.yspeed=y;

}

this.update = function()

{

this.x= this.x + this.xspeed;

this.y= this.y + this.yspeed;

this.x= constrain(this.x,0,width-scl);

this.y= constrain(this.y,100,height-scl);

}

this.show = function ()

{

fill(255);

rect(this.x,this.y,10,10);

}

this.dir = function(x,y)

{

this.xspeed=x;

this.yspeed=y;

}

}