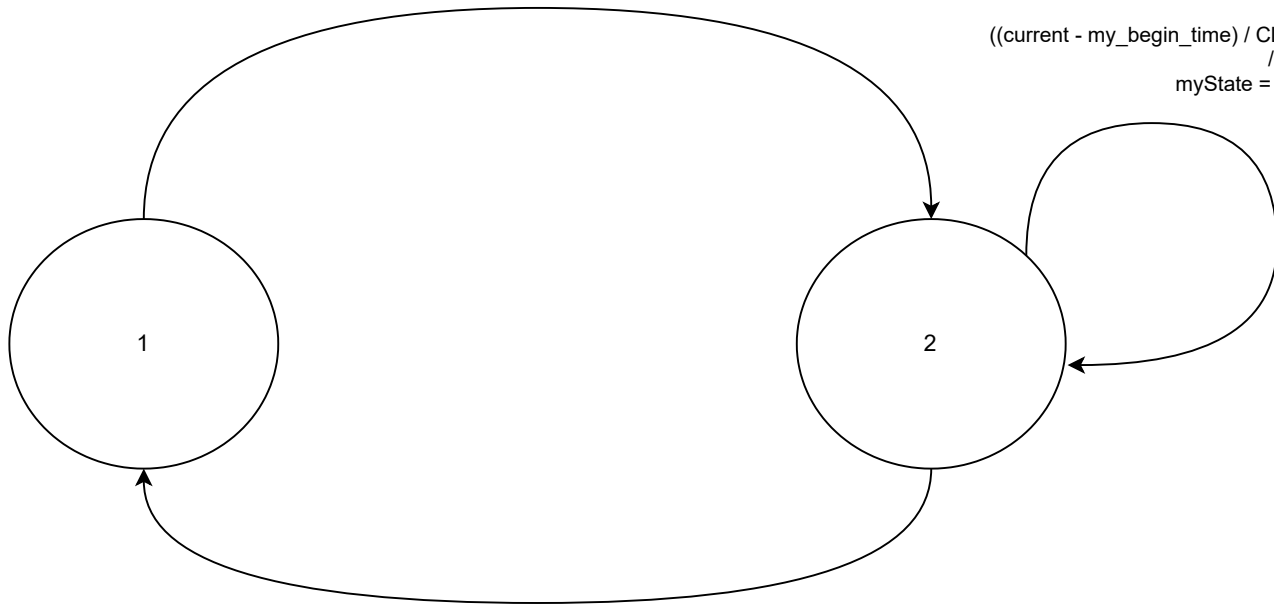clearEmojiElement(emoji1);
collition(emoji1, screenWidth-width, screenHeight-height);
drawEmojiElement(emoji2);
emojiDelayFunction(emoji1);
myState = WAITING;
my_begin_time = clock();

((current - my_begin_time) / CLOCKS_PER_SEC) <= delay;
/
myState = WAITING

(1)

(2)

((current - my_begin_time) / CLOCKS_PER_SEC) > delay;
/
myState = MOVING