iSetColor(Rsky, Gsky, Bsky);

iFilledRectangle(0,0,screenX, screenY);

//Clouds

iSetColor(255,255,255);

iSetColor(255,255,255);

iFilledCircle(cloudX1, cloudY, 25);

iFilledCircle(cloudX1+60, cloudY, 50);

iFilledCircle(cloudX1+60+50, cloudY, 30);

iFilledCircle(cloudX2, cloudY-60, 30);

iFilledCircle(cloudX2+60, cloudY-60, 50);

iFilledCircle(cloudX2+60+50, cloudY-60, 20);

iFilledCircle(cloudX3, cloudY+50, 30);

iFilledCircle(cloudX3+60, cloudY+50, 40);

iFilledCircle(cloudX3+60+50, cloudY+50, 20);

if (iscore<300)

//Hills

{

iSetColor(Rhill1,Ghill1,Bhill1);

iFilledPolygon(hillX2, hillY2, 3);

iSetColor(Rhill2,Ghill2,Bhill2);

iFilledPolygon(hillX1, hillY1, 3);

iSetColor(Rhill4,Ghill4,Bhill4);

iFilledPolygon(hillX4, hillY4, 3);

iSetColor(Rhill3,Ghill3,Bhill3);

iFilledPolygon(hillX3, hillY3, 3);

}

if (iscore>=300)

{

iSetColor(90,90,120);

iFilledRectangle(0,90,140,400);

iFilledRectangle(150,90,110,500);

iFilledRectangle(150+120,90,230,300);

iFilledRectangle(150+120+240,90,120,440);

iFilledRectangle(150+120+240+130,90,140,400);

iFilledRectangle(150+120+240+130+150,90,180,550);

iFilledRectangle(150+120+240+130+150+190,90,260,380);

iFilledRectangle(150+120+240+130+150+190+270,90,260,420);

}

void MoveClouds()

{ cloudX1+=4;

cloudX2+=4;

cloudX3+=4;

if (cloudX1>screenX) cloudX1=0;

if (cloudX2>screenX) cloudX2=0;

if (cloudX3>screenX) cloudX3=0;

}

DELAY FUNCTIONS

void delay(unsigned int mseconds)

{

clock\_t goal = mseconds + clock();

while (goal > clock());

}

void waitFor (unsigned int secs) {

unsigned int retTime = time(0) + secs; // Get finishing time.

while (time(0) < retTime); // Loop until it arrives.

}