```python
from turtle import *

from time import sleep
# function for position
def my_goto(x, y):
    penup()
    goto(x, y)
    pendown()


# Function for drawing eyes
def eyes():
    fillcolor("#ffffff")
    begin_fill()
    tracer(False)
    a = 2.5
    for i in range(120):
        if 0 <= i < 30 or 60 <= i < 90:
            a -= 0.05
            lt(3)
            fd(a)
        else:
            a += 0.05
            lt(3)
            fd(a)
    tracer(True)
    end_fill()


# Function for drawing whisker
def whisker():
    my_goto(-32, 135)
    seth(165)
    fd(60)
    my_goto(-32, 125)
    seth(180)
    fd(60)
    my_goto(-32, 115)
    seth(195)
    fd(60)
    my_goto(37, 135)
    seth(15)
    fd(60)
    my_goto(37, 125)
    seth(0)
    fd(60)
    my_goto(37, 115)
    seth(-13)
    fd(60)
```

```python
# Function for drawing mouth
def mouth():
    my_goto(5, 148)
    seth(270)
    fd(100)
    seth(0)
    circle(120, 50)
    seth(230)
    circle(-120, 100)


# Function for drawing band
def band():
    fillcolor("#e70010")
    begin_fill()
    seth(0)
    fd(200)
    circle(-5, 90)
    fd(10)
    circle(-5, 90)
    fd(207)
    circle(-5, 90)
    fd(10)
    circle(-5, 90)
    end_fill()


# Function for drawing nose
def nose():
    my_goto(-10, 158)
    seth(315)
    fillcolor("#e70010")
    begin_fill()
    circle(20)
    end_fill()


# Functin for drawing black eyes
def black_eyes():
    seth(0)
    my_goto(-20, 195)
    fillcolor("#000000")
    begin_fill()
    circle(13)
    end_fill()

    pensize(6)
```

```python
    my_goto(20, 205)
    seth(75)
    circle(-10, 150)
    pensize(3)

    # for drawing the white circle inside
    my_goto(-17, 200)
    seth(0)
    fillcolor("#ffffff")
    begin_fill()
    circle(5)
    end_fill()
    my_goto(0, 0)


# Function for drawing face
def face():
    fd(183)
    lt(45)
    fillcolor("#ffffff")
    begin_fill()
    circle(120, 100)
    seth(180)
    fd(121)
    pendown()
    seth(215)
    circle(120, 100)
    end_fill()
    my_goto(63.56, 218.24)
    seth(90)
    eyes()
    seth(180)
    penup()
    fd(60)
    pendown()
    seth(90)
    eyes()
    penup()
    seth(180)
    fd(64)


# Function for drawing head
def head():
    penup()
    circle(150, 40)
    pendown()
    fillcolor("#00a0de")
    begin_fill()
```

```python
        circle(150, 280)
    end_fill()


# Combining all functions to one
def Doremon():
    head()
    band()
    face()
    nose()
    mouth()
    whisker()

    # For drawing the body outline
    my_goto(0, 0)
    seth(0)
    penup()
    circle(150, 50)
    pendown()
    seth(30)
    fd(40)
    seth(70)
    circle(-30, 270)

    # For filling the body color
    fillcolor("#00a0de")
    begin_fill()
    seth(230)
    fd(80)
    seth(90)
    circle(1000, 1)
    seth(-89)
    circle(-1000, 10)

    seth(180)
    fd(70)
    seth(90)
    circle(30, 180)
    seth(180)
    fd(70)

    seth(100)
    circle(-1000, 9)
    seth(-86)
    circle(1000, 2)
    seth(230)
    fd(40)

    circle(-30, 230)
```

```python
seth(45)
fd(81)
seth(0)
fd(203)
circle(5, 90)
fd(10)
circle(5, 90)
fd(7)
seth(40)
circle(150, 10)
seth(30)
fd(40)
end_fill()

# For filling right palm color
seth(70)
fillcolor("#ffffff")
begin_fill()
circle(-30)
end_fill()

# For filling left foot color
my_goto(103.74, -182.59)
seth(0)
fillcolor("#ffffff")
begin_fill()
fd(15)
circle(-15, 180)
fd(90)
circle(-15, 180)
fd(10)
end_fill()

# For filling right foot color
my_goto(-96.26, -182.59)
seth(180)
fillcolor("#ffffff")
begin_fill()
fd(15)
circle(15, 180)
fd(90)
circle(15, 180)
fd(10)
end_fill()

# For filling left palm color
my_goto(-184.67, -61.59)
seth(70)
```

```
fillcolor("#ffffff")
begin_fill()
circle(-30)
end_fill()

# For drawing the inner body circle
my_goto(-103.42, 15.09)
seth(0)
fd(38)
seth(230)
begin_fill()
circle(90, 260)
end_fill()

# For drawing the semicircle
my_goto(5, -40)
seth(0)
fd(70)
seth(-90)
circle(-70, 180)
seth(0)
fd(70)

# For drawing the bell
my_goto(-103.42, 15.09)
fd(90)
seth(70)
fillcolor("#ffd200")
begin_fill()
circle(-20)
end_fill()
seth(170)
fillcolor("#ffd200")
begin_fill()
circle(-2, 180)
seth(10)
circle(-100, 22)
circle(-2, 180)
seth(170)
circle(100, 22)
end_fill()
goto(-13.42, 15.09)
seth(250)
circle(20, 110)
seth(90)
fd(15)
dot(10)
my_goto(0, 150)
```

```
    black_eyes()


# Main function
if __name__ == '__main__':
    # Window control
    screensize(800, 600, "#f0f0f0")
    screen = Screen()
    screen.setup(width=1.0, height=1.0)

    # Setting teh pen size
    pensize(3)

    # Setting the speed
    speed(10)
    Doremon()
    sleep(50)
```