void reflesh(){ //code determine the random motion and location of the bird; rn is the remaining step

if (duckx<100 && duckstate==R && rn!=0){

duckx++;

rn--;}

else if (duckx>1 && duckstate==L && rn!=0){

duckx--;

rn--;}

else if (ducky>20 && duckx<100 && duckstate==TR && rn!=0){

ducky--;

duckx++;

rn--;}

else if (ducky<90 && duckx<100 && duckstate==BR && rn!=0){

ducky=ducky+1;

duckx=duckx+1;

rn--;}

else if (ducky<90 && duckx>1 && duckstate ==BL && rn!=0){

ducky++;

duckx--;

rn--;}

else if (ducky>20 && duckx>1 && duckstate ==TL && rn!=0){

ducky--;

duckx--;

rn--;}

else if(rn==0){

int rand=Random();

if(rand<42){

duckstate=L;

rn=30;}

else if(rand<84){

duckstate=R;

rn=30;}

else if(rand<126){

duckstate=TL;

rn=30;}

else if(rand<168){

duckstate=TR;

rn=30;}

else if(rand<210){

duckstate=BL;

rn=30;}

else if(rand<255){

duckstate=BR;

rn=30;}

}

else if (ducky ==20){

duckstate=BL;

ducky++;

rn=10;

}

else if (ducky ==90&& duckstate!=DEAD){

duckstate=TR;

ducky--;

rn=10;

}

else if (duckx ==100){

duckstate=L;

duckx--;

rn=10;

}

else if (duckx ==1){

duckstate=R;

ducky++;

rn=10;

}

if (duckstate==DEAD){

ducky++;

}

}