

## Informatik: Codes von Luca Nael Woolfson Dobravec, 6DK, Juni 2020

### 1) „Die Rakete“

```
var c = 316;
var a = 333;
var l = 333;
var y = 235;
var n = 316;
var m = 391;
var x = 200;

draw = function() {
background(0, 242, 255);

fill(255, 0, 0); //fire
ellipse(194,m,29,55); //fire
ellipse(219,m,20,55); //fire
ellipse(166,m,20,55); //fire
fill(255, 242, 0); //fire
ellipse(194,m,18,30); //fire
ellipse(219,m,10,23); //fire
ellipse(166,m,10,23); //fire

strokeWeight(5);

fill(0, 0, 0); //sideparts
ellipse(217,n,32,76); //sideparts
ellipse(168,n,32,76); //sideparts

fill(255, 255, 255); //sideparts
rect(201,n,31,55); //sideparts
rect(152,n,31,55); //sideparts

fill(130, 109, 109); //top
ellipse(193,x,31,68); //top

fill(255, 255, 255); //bodi
rect(177,x,31,171); //bodi

fill(255, 0, 0); //decoration
rect(177,y,31,18); //decoration
rect(152,l,31,18); //decoration
rect(201,a,31,18); //decoration

fill(130, 109, 109); //decoration
rect(177,c,31,55); //decoration

x = x + -1;
m = m + -1;
n = n + -1;
y = y + -1;
```

```
a = a + -1;
c = c + -1;
l = l + -1;

};
```

## 2) Der staunende Riese

```
background(0, 255, 77);
noStroke();

fill(255, 251, 0);
ellipse(200, 200, 200, 200); // balloon

fill(0, 196, 255);
ellipse(197, 202, 21, 44); // nose
ellipse(197, 215, 40, 20); // nose

fill(138, 11, 11);
ellipse(188, 220, 8, 8); // Nasenlöcher
ellipse(205, 220, 8, 8); // Nasenlöcher

fill(250, 247, 247);
ellipse(149, 176, 50, 50); // left eye
ellipse(249, 180, 50, 50); // right eye

fill(10, 9, 9);
rect(130, 19, 138, 119, 28); //hat
rect(50, 113, 302, 34, 67); //hat

fill(240, 14, 187);
rect(130, 86, 138, 27); //hat

fill(0, 4, 255);
ellipse(200, 447, 271, 270); //Oberkörper
rect(177, 296, 50, 50); //Hals

fill(0, 0, 0);
ellipse(200, 310, 10, 10); //Hemdknopf

var m = 29; //Mundgröße
var x = 10; //horizontale Position des Autos
var y = 370; //vertikale Position des Autos
var Vertikalaue = 144; // vertikale Position des Auges
var Horizontalaue = 187; // horizontale Position des Auges

var Geschwindigkeit = 2; // Geschwindigkeit von allem

draw = function() {

  fill(255, 0, 0);
  ellipse(198, 254, m, m); // mouth
  if (x > 400) {return;}
```

```
m = m + Geschwindigkeit/20;

fill(115, 101, 101);
rect (0,342,400,90); // Straße

// draw the car body
fill(255, 0, 115);
rect(x, y, 100, 20);
rect(x + 15, y - 22, 70, 40);

// draw the wheels
fill(77, 66, 66);
ellipse(x + 25, y + 21, 24, 24);
ellipse(x + 75, y + 21, 24, 24);

x = x + Geschwindigkeit;

fill(250, 247, 247);
ellipse(149, 176,50,50);// left eye
ellipse(249, 180, 50, 50);// right eye

fill(10, 9, 9);
ellipse(Vertikalauge, Horizontalauge, 22, 22); // left pupil
ellipse(Vertikalauge + 98, Horizontalauge + 5, 22, 22); // right pupil
Vertikalauge = Vertikalauge + Geschwindigkeit/20;

};
```