1		2		3	
| | ```
1  var fruit = createSprite(100, 200);
2  fruit.setAnimation("apple");
3  var vegetable = createSprite(300, 200);
4  vegetable.setAnimation("carrot");
5  drawSprites();
6
``` | | Video – Do watch really helps | | ```
1  // Creating Sprites
2  var sprite = createSprite(200, 200);
3
4  // Drawing
5  drawSprites();
6
``` |

4		5		6	
| | ```
1  var leftSprite = createSprite(100, 200);
2  var rightSprite = createSprite(300, 200);
3  drawSprites();
4
``` | | ```
1 var topLeftSprite = createSprite(100, 100);
2 var topRightSprite = createSprite(300, 100);
3 var bottomLeftSprite = createSprite(100, 300);
4 var bottomRightSprite = createSprite(300, 300);
5 bottomRightSprite.setAnimation("alien");
6 topLeftSprite.setAnimation("bunny");
7 topRightSprite.setAnimation("flyBot");
8 bottomLeftSprite.setAnimation("planeRed1");
9 drawSprites();
10
```

Code Animation

alien

bunny

flyBot

planeRed1 | | Video – Do watch really helps | |
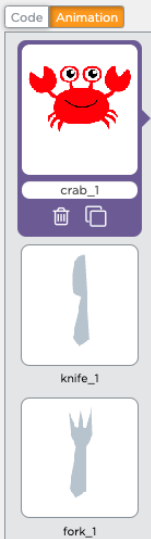
7		8		9a	

7

```
1  var drink = createSprite(100, 200);
2  drink.setAnimation("soda");
3  var dessert = createSprite(300, 200);
4  dessert.setAnimation("ice_cream");
5  var message = createSprite(200, 200);
6  message.setAnimation("textGetReady");
7  drawSprites();
8
```

8

```
background("skyblue");
drawSprites();
var dog = createSprite(100, 200);
dog.setAnimation("corgi");
var elk = createSprite(300, 200);
elk.setAnimation("elk");
```



```
background("skyblue");
var dog = createSprite(100, 200);
drawSprites();
dog.setAnimation("corgi");
var elk = createSprite(300, 200);
elk.setAnimation("elk");
```



```
background("skyblue");
var dog = createSprite(100, 200);
dog.setAnimation("corgi");
var elk = createSprite(300, 200);
elk.setAnimation("elk");
drawSprites();
```



```
background("skyblue");
var dog = createSprite(100, 200);
dog.setAnimation("corgi");
drawSprites();
var elk = createSprite(300, 200);
elk.setAnimation("elk");
```


9a

```
1   var sprite1 = createSprite(50, 50);
2   var sprite2 = createSprite(50, 150);
3   var sprite3 = createSprite(50, 250);
4   var sprite4 = createSprite(50, 350);
5   var sprite5 = createSprite(300, 200);
6   sprite1.setAnimation("planeRed");
7   sprite2.setAnimation("planeBlue");
8   sprite3.setAnimation("planeGreen");
9   sprite4.setAnimation("planeYellow");
10  sprite5.setAnimation("bunny");
11  drawSprites();
12
```

9b		9c		9d	

9b

```
1   var sprite1 = createSprite(200, 200);
2   var sprite2 = createSprite(300, 350);
3   var sprite3 = createSprite(350, 50);
4   var sprite4 = createSprite(75, 325);
5   var sprite5 = createSprite(130, 325);
6   var sprite6 = createSprite(200, 325);
7   sprite1.setAnimation("tyrannosaurus");
8   sprite2.setAnimation("ladybug");
9   sprite3.setAnimation("Sun");
10  sprite4.setAnimation("grass1");
11  sprite5.setAnimation("grass2");
12  sprite6.setAnimation("grass4");
13  drawSprites();
14
```

9c

```
1  var sprite = createSprite(300, 200);
2  var sprite1 = createSprite(200, 275);
3  var sprite2 = createSprite(100, 200);
4  sprite.setAnimation("cherry");
5  sprite1.setAnimation("cherry");
6  sprite2.setAnimation("cherry");
7  drawSprites();
8
```

9d

```
1   var cactus = createSprite(100, 200);
2   var grass1 = createSprite(225, 275);
3   var grass2 = createSprite(275, 275);
4   var snail = createSprite(100, 270);
5   var ladybug = createSprite(250, 320);
6   cactus.setAnimation("cactus");
7   grass1.setAnimation("grass1");
8   grass2.setAnimation("grass2");
9   snail.setAnimation("snail");
10  ladybug.setAnimation("ladybug");
11  drawSprites();
12
```

10

```
1  var crab = createSprite(200, 250);
2  crab.setAnimation("crab_1");
3  var fork = createSprite(80, 200);
4  fork.setAnimation("fork_1");
5  var knife = createSprite(315, 200);
6  knife.setAnimation("knife_1");
7  drawSprites();
8
```

Code Animation

crab_1

knife_1

fork_1

11a

```
1  // Create kite sprite and set animation
2  var kite = createSprite(300, 50);
3  kite.setAnimation("animalhead_pig_1");
4  kite.scale = 0.5;
5
6  // Draw background
7  background("skyblue");
8
9  // Draw grass
10 fill("green");
11 noStroke();
12 rect(0, 300, 400, 100);
13
14 // Draw string
15 stroke("black");
16 strokeWeight(5);
17 line(150, 300, 300, 50);
18
19 // Draw sprite
20 drawSprites();
21
```

Skip 11b