

03 Challenge: Draw A Robot

In this challenge we will draw a Robot.

Copy this code carefully. Be sure to include all of the semicolons. You can stop after each command and run your sketch to see what each command draws.

```
// Robot Code
void setup() {
  size(720, 480);
  strokeWeight(2);

  // Neck
  stroke(102);
  line(266, 257, 266, 162);
  line(276, 257, 276, 162);
  line(286, 257, 286, 162);

  // Antennae
  line(276, 155, 246, 112);
  line(276, 155, 306, 56);
  line(276, 155, 342, 170);

  // Body
  noStroke();
  fill(102);
  ellipse(264, 377, 33, 33);
  fill(0);
  rect(219, 257, 90, 120);
  fill(102);
  rect(219, 274, 90, 6);

  // Head
  fill(0);
  circle(276, 155, 90);
  fill(255);
  circle(288, 150, 28);
  fill(0);
  circle(288, 150, 6);
  fill(153);
  circle(263, 148, 10);
  circle(296, 130, 8);
  circle(305, 162, 6);
}
```

Things To Try

1. Color your robot. Make each part a color. You can use `fill()` to color the inside of the shapes and `stroke()` to color the outline of a shape, or `noStroke()` for no outline.
2. Add a comment with double slashes `//` after each color, to explain what color your code makes.

Now that we have a robot, let's learn how to animate it so we can make it move and do stuff!