```
size(400,1000);
background(237,228,146);
smooth();
strokeWeight(2);
fill(255);
beginShape();//THE PIG'S BODY
int x=90;
int y=50;
vertex(x+30,y);
vertex(x,y*2+10);
vertex(x,y*6+20);
vertex(x*3+40,y*6+20);
vertex(x*3+40,y*2+10);
vertex(x*3+10,y);
vertex(3*x-20,2*y+10);
vertex(2*x-30,2*y+10);
endShape(CLOSE);
float eyesize=random(5,30);//HIS EYES
fill(242,95,108);
ellipse(x+80,y*3+10,eyesize,eyesize);
ellipse(x*2+50,y*3+10,eyesize,eyesize);
int pointx=310;//HIS NOSE
int pointy=220;
fill(240,110,153,60);
bezier(pointx-220,pointy+2, pointx-100,pointy-60, pointx,pointy,
pointx,pointy+2);
bezier(pointx-220,pointy+2, pointx-100,pointy+70,pointx,pointy,
pointx,pointy+2);
noFill();//STOP FILL
fill(252,129,178,160);
int nosesize=26;
ellipse(pointx-160,pointy,nosesize,nosesize);
ellipse(pointx-60,pointy,nosesize,nosesize);
noFill();
```

```
bezier(150,105,165,80,180,105,180,105);
bezier(245,105,230,80,215,105,215,105);
colorMode(HSB,100,100,100); //the triangle pattern//
for (int a=0;a<30;a++) {
  for (int b=3;b<9;b++) {
    if (a<3 ){
      fill(random(100),random(100),100,100);

    }
    else{
      fill(0,random(130),130,130);

    }
    int Posx =a*100;
    int Posy =b*100;
    triangle (Posx+40,Posy+30,Posx+40-10,Posy+10+40,Posx
+10+40,Posy+10+40);
  }
}
float bally=random(300,800);//ball//
float ballx=random(150,300);
ellipse(ballx,bally,50,50);
rect(100,900,200,50);
```