```
float spriteX = 0;
float spriteY = 200;
float spriteMoveX = 5;
float rainsize=random(200, 300);
PImage bg;
void setup()
{
size(400, 400);
bg=loadImage("green.jpeg");
}
void draw()
{
background(bg);//
PImage f;
f=loadImage("back.png");//the house
image(f, 0, 0);
PImage c;
c= loadImage("12.png");
image(c, 0, 150, width, height/2);

if (mousePressed){
spriteX = spriteX + spriteMoveX;//set up the direction for moving
if (spriteX == 5) {
spriteMoveX = -5;
}
if (spriteX ==-160) {
spriteMoveX = 0;//stop
PImage e;
e= loadImage("11234.png");//dead snow white
image(e, 0, 220, width/2, height/4);
PImage s;
s=loadImage("badday.png");//cloud and rain
image(s, random(0, 30), random(0, 100), rainsize, rainsize);
}
else {//the apple stops
PImage d;//snow white
d=loadImage("123.png");
image(d, 0, 220, width/2, height/4);
PImage a;
a=loadImage("APPLE.png");//apple
image(a, spriteX, spriteY, width, height/3);
}
}
}
```