```
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);




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);
  }
}
```