# HelloCode Level 4 (Basic SmoothY) Codes:

**1. Add an ellipse using SmoothY language :**

```
Head is Ellipse (Width:400, height:200)
```

**2. Change shape color**

```
Head.change(color: "red")
```

**3. Add a rectangle using SmoothY language :**

```
wall is Rectangle(width:400,height:250)
```

**4. Name a location using X and Y values**

```
LeftEyeLocation is point (x:90, y:100)
```

**5.    Find a location using X and Y values**

```
LeftEye.MoveTo(location: LeftEyeLocation)
```

**6. Hide Shapes:**

```
lefteye.hide()
```

**7.Show Shapes:**

```
lefteye.show()
```

**8."Program wait command after "Hide" command for three seconds**

```
program.waitHere(time:3)
```

**9. Add Images:**

**To add images with certain width & height:**

```
redos is Image(path:"/image/reddo.png",width:200,height:400)
```

**10. Rotate Images to the right or left in a certain angle:**

```
redos.rotate(direction:"right",angle:90)
```

**Note: you can change shape colors by choosing light or dark as the following:**

```
redos.change(color:"lightyellow")
```

## 11. Add a triangle shape:

```
head1 is Point(x:325,y:150)
head2 is point(x:220,y:350)
head3 is Point(x:430,y:350)
layer1 is Triangle(head1:head1,head2:head2,head3:head3)
```

## 12. Animate image for 2 seconds

```
carlocation is Point(x:450,y:0)
car.moveto(location:carlocation,time:2)
Program.waitHere(time:1) {if you want the image to wait for 1
second before you do another action}
```

## 13. Add sound

```
schoolYard is Image(path:"/image/schoolYard.png")
bell is Sound(path:"/sound/bell.mp3")
Program.waitHere(time:2)
bell.play()
```

- You can stop the sound after 2 seconds by using Program.wait here() then bell.stop()

```
bell is Sound(path:"/sound/bell.mp3")
bell.play()
program.waitHere(time:2)
bell.stop()
```

**Note: you can change images size by choosing different scales as the following:**

```
star.scale(value:0.4)
```