“Turkey Dinner” Code

The full JavaScript code used to program the Thanksgiving turkey dinner (picture shown below) follows on the next page. The color-coded areas are the modifications made to the base program.

**Final result:**



###

### Code starts after this line.

/\*\*Based on original code from 𝖅𝕰𝕲𝕺𝕽𝕬 \*\*/

/\*\*BACKGROUND\*\*/

background(255, 255, 255);

strokeWeight(2);

stroke(186, 118, 41);

line(0, 280, 400, 280);

noStroke();

fill(255, 241, 209);

rect(0, 280, 400, 400);

/\*\*TURKEY\*\*/

 noStroke();

 //Turkey Legs

 //Bones

 fill(230, 198, 212);

 //Back bone

 beginShape();

 vertex(302-43,233-63);

 bezierVertex(313-43,214-63,326-43,221-63,321-43,228-63);

 bezierVertex(339-43,238-63,310-43,241-63,309-43,240-62);

 endShape();

 //Front bone

 beginShape();

 vertex(302,233-15);

 bezierVertex(316,214-15,326,221-15,321,228-15);

 bezierVertex(339,238-15,310,241-15,309,240-15);

 endShape();

 //Leg meat

 fill(194, 93, 25);

 //part 1

 beginShape();

 vertex(254,189);

 vertex(266,179);

 vertex(262,179);

 vertex(264,175);

 vertex(257,176);

 vertex(261,171);

 vertex(259,171);

 vertex(237,181);

 endShape();

 //part 2

 beginShape();

 vertex(269,233-15);

 bezierVertex(186,226-15,192,316-15,263,284-15);

 bezierVertex(287,265-15,281,256-15,309,240-15);

 endShape();

 //little point on front leg

 noFill();

 strokeWeight(12);

 stroke(194,93, 25);

 point(297,225);

 //further elaboration

 strokeWeight(2);

 noStroke();

 bezier(269,233-15,278,235-15,292,238-15,302,233-15);

 beginShape();

 vertex(302,233-15);

 vertex(303,234-15);

 vertex(299,237-15);

 vertex(305,237-15);

 vertex(303,240-15);

 vertex(309,240-15);

 endShape();

 //Turkey Body

 //General styles

 fill(194, 93, 25);

 //Main body

 beginShape();

 vertex(98,256);

 bezierVertex(117,149,284,128,307,288);

 bezierVertex(325,305,237,312,90,294);

 bezierVertex(72,284,86,262,98,255);

 endShape();

 //Turkey Wing (hidden)

 beginShape();

 vertex(167,268);

 bezierVertex(213,250,198,235,151,256);

 bezierVertex(130,265,154,279,162,284);

 endShape();

 beginShape();

 vertex(173,266);

 bezierVertex(192,275,181,285,174,297);

 endShape();

 //Decorations on the Body

 stroke(0);

 line(153,279,147,286);

 point(251,214);

 point(196,220);

 point(188,185);

 point(102,275);

 randomSeed(19);

 for(var i = 0; i < 15; i++){

 strokeWeight(2);

 point(random(123,277),random(200,300));

 }

/\*\*VEGETABLES\*\*/

 //Vegetables

 //General style

 fill(144, 186, 123);

 //Salads

 beginShape();

 vertex(74,295);

 bezierVertex(51,290,65,282,79,288);

 bezierVertex(85,292,81,277,95,285);

 bezierVertex(99,288,118,265,107,295);

 endShape();

 beginShape();

 vertex(74+80,295);

 bezierVertex(51+80,290,65+80,282,79+80,288);

 bezierVertex(85+80,292,81+80,277,95+80,285);

 bezierVertex(99+80,288,118+80,265,107+80,295);

 endShape();

 beginShape();

 vertex(237,295);

 bezierVertex(237,286,245,287,249,291);

 bezierVertex(250,291,273,274,268,291);

 bezierVertex(272,289,273,294,272,294);

 endShape();

 beginShape();

 vertex(237+36,295);

 bezierVertex(237+36,286,245+36,287,249+36,291);

 bezierVertex(250+36,291,273+36,274,268+36,291);

 bezierVertex(272+36,289,273+36,294,272+36,294);

 endShape();

 //Other vegetables

 //peas

 ellipse(116,292,10,10);

 ellipse(143,292,10,10);

 ellipse(213,295,9,8);

 //carrots

 fill(237, 149, 81);

 ellipse(200,295,20,20);

 ellipse(226,295,20,20);

 ellipse(289,295,10,10);

 //tomatoes

 fill(237, 33, 33);

 ellipse(128,295,16,15);

 ellipse(277,295,13,13);

 //shadow on peas

 fill(78, 138, 82);

 noStroke();

 ellipse(117,293,5,5);

 ellipse(145,293,5,5);

/\*\*PLATE\*\*/

//Plate

 //General plate styles

 stroke(0);

 fill(209, 199, 134);

 //Plate

 rect(71,295,238,10,9);

 beginShape();

 vertex(80,305);

 vertex(85,320);

 vertex(296,320);

 vertex(301,305);

 vertex(80,305);

 endShape();

/\*\*CUTLERY\*\*/

//General Style

stroke(0, 0, 0);

//Fork

 fill(0, 0, 0);

 rect(28-10,275,10,60,1,1,40,40);

 fill(255, 255, 255);

 ellipse(34-10,289,9,9);

 ellipse(34-10,310,9,9);

 noFill();

 strokeWeight(1);

 arc(17,268,6,17,285,429);

 arc(30,268,6,17,127,257);

 arc(30,255,10,10,1,90);

 arc(17,255,10,10,90,180);

 beginShape();

 vertex(12,256);

 vertex(12,236);

 vertex(13,236);

 vertex(17,256);

 vertex(19,236);

 vertex(20,236);

 vertex(22,256);

 vertex(26,236);

 vertex(27,236);

 vertex(28,256);

 vertex(29,256);

 vertex(33,236);

 vertex(34,236);

 vertex(35,256);

 endShape();

//Knife

 bezier(43,229,59,236,53,260,54,264);

 fill(0, 0, 0);

 rect(43,275,10,60,1,1,40,40);

 fill(255, 255, 255);

 ellipse(49,289,9,9);

 ellipse(49,310,9,9);

 line(43,275,43,229);

 line(53,275,53,263);

/\*\*SIDES\*\*/

//Egg

stroke(224, 224, 224);

fill(250, 250, 250, 240);

beginShape();

 curveVertex(326, 183); //1

 curveVertex(179, 172); //2

 curveVertex(166, 196); //3

 curveVertex(227, 202); //4

 curveVertex(228, 184); //5

 curveVertex(212, 171); //6

 curveVertex(126, 147); //7

endShape();

stroke(255, 179, 0,100);

fill(255, 221, 0);

ellipse(195, 174, 38, 18);

noStroke();

fill(255, 236, 158, 100);

ellipse(192, 171, 24, 12);

//Mashed Potatoes

 //Potatoes

 fill(245, 229, 52);

 ellipse(330, 290, 102, 20);

 arc(330, 289, 102, 37, 180, 360);

 noStroke();

 arc(335, 273, 50, 20, -9, 217);

 for(var i = 0; i < 88; i+=7){

 stroke(153, 78, 20);

 point(random(282, 286)+i, random(278, 292));

 }

 //Bowl

 strokeWeight(2);

 stroke(0, 0, 0);

 fill(78, 181, 0);

 arc(330, 292, 106, 115, -1, 181);

 stroke(0, 0, 0);

 line(312, 350, 348, 350);

 line(278, 291, 382, 291);

draw = function() {

 /\*\*ANIMATION\*\*/

 mouseClicked = function(){

 //ANIMATION

 noStroke();

 fill(255, 255, 255);

 ellipse(mouseX, mouseY, 70, 70);

 };

};

### End of code.