

Simple Jack-O-Lantern Play -

[JanetTerra](#)

```
Nomainwin
' Janet Terra
' Jack-o-lantern Challenge 2009
' Released into Public Domain
  title$ = "Simple Jack-o-Lantern Play"
  orange$ = "255 159 63"
  edge$ = "255 183 95"
  brown$ = "223 143 31"
  carve$ = "191 111 0"
  pumpkinEyes = 0
  pumpkinNose = 0
  pumpkinMouth = 0
  gWidth = 500
  bWidth = 230
  WindowWidth = 800
  WindowHeight = 600
  UpperLeftX = Int((DisplayWidth - WindowWidth) / 2)
  UpperLeftY = Int((DisplayHeight - WindowHeight) / 2)
  BackgroundColor$ = "Black"
  Menu #main, "&Options", "&New", [NewPumpkin],|, _
    "E&xit", [EndApp]
  Graphicbox #main.g, 0, 0, gWidth, 450
  Graphicbox #main.t, 0, 450, gWidth, 100
  Graphicbox #main.b, gWidth + 50, 50, bWidth, 350
  Open title$ for Window as #main
  #main, "Trapclose [EndApp]"
  #main.g, "Down; Fill Black"
  Gosub [DrawTitle]
  #main.b, "Down; Fill Black"
  Gosub [GlowSprite]
  #main.g, "Fill Black; Home"
  #main.g, "Getbmp bg 0 0 1 1"
  #main.g, "Background bg"
  #main.g, "Posxy pumpkinX pumpkinY"
  #main.g, "Spritexy glow ";pumpkinX - 140;" ";pumpkinY - 82
  #main.g, "Cyclesprite glow 1"
  #main.g, "Segment segPumpkin"
  #main.g, "Flush"

[NewPumpkin]
  Timer 0
  midX = pumpkinX
```

```
midY = pumpkinY
EyesSelection = 0
NoseSelection = 0
MouthSelection = 0
h$ = "#main.g"
Gosub [DrawPumpkin]
#main.g, "Segment pumpkinSeg"
#main.g, "Flush"
#main.b, "Down"
Gosub [FaceSelections]
Wait
```

```
[ClickSelections]
  xClick = MouseX
  yClick = MouseY
  midX = pumpkinX
  midY = pumpkinY
  FaceSelection = 0
  Timer 0
  LightCandle = 0
  Select Case
    Case xClick > 120
      FaceSelection = 0
    Case yClick > 105 and yClick < 120
      FaceSelection = 1
    Case yClick > 130 and yClick < 145
      FaceSelection = 2
    Case yClick > 155 and yClick < 170
      FaceSelection = 3
    Case yClick > 205 and yClick < 220
      LightCandle = 1
  End Select
  midX = pumpkinX
  midY = pumpkinY
  Select Case FaceSelection
    Case 1
      Gosub [SelectEyes]
    Case 2
      Gosub [SelectNose]
    Case 3
      Gosub [SelectMouth]
  End Select
  If LightCandle = 0 Then
    Wait
  End If
[SelectCandle]
```

```
Gosub [LightCandle]
bg$ = orange$
fg$ = "Black"
Timer 100, [GlowCandle]
Wait

[GlowCandle]
#main.g, "Drawsprites"
Wait

[ClickEyes]
xClick = MouseX
yClick = MouseY
Select Case
    Case yClick > 20 and yClick < 80
        EyesSelection = 1
        eyeY = pumpkinY - 70
    Case yClick > 100 and yClick < 160
        EyesSelection = 2
        eyeY = pumpkinY - 40
    Case yClick > 175 and yClick < 220
        EyesSelection = 3
        eyeY = pumpkinY - 35
    Case yClick > 240 and yClick < 280
        EyesSelection = 4
        eyeY = pumpkinY - 15
    Case yClick > 300 and yClick < 330
        Gosub [FaceSelections]
        Wait
    Case Else
        Wait
End Select
Gosub [JackOLantern]
Wait

[ClickNose]
xClick = MouseX
yClick = MouseY
Select Case
    Case xClick < 85
        Wait
    Case xClick > 155
        Wait
    Case yClick > 15 and yClick < 75
        NoseSelection = 1
        noseY = pumpkinY
```

```
    Case yClick > 95 and yClick < 145
        NoseSelection = 2
        noseY = pumpkinY + 30
    Case yClick > 165 and yClick < 195
        NoseSelection = 3
        noseY = pumpkinY + 30
    Case yClick > 215 and yClick < 240
        NoseSelection = 4
        noseY = pumpkinY + 10
    Case yClick > 255 and yClick < 280
        NoseSelection = 5
        noseY = pumpkinY + 20
    Case yClick > 300 and yClick < 330
        Gosub [FaceSelections]
        Wait
    Case Else
        Wait
End Select
midX = pumpkinX
midY = pumpkinY
Gosub [JackOLantern]
Wait
```

```
[ClickMouth]
    xClick = MouseX
    yClick = MouseY
    Select Case
        Case yClick > 45 and yClick < 120
            MouthSelection = 1
            mouthY = pumpkinY + 70
        Case yClick > 140 and yClick < 215
            MouthSelection = 2
            mouthY = pumpkinY + 100
        Case yClick > 225 and yClick < 270
            MouthSelection = 3
            mouthY = pumpkinY + 75
        Case yClick > 300 and yClick < 330
            Gosub [FaceSelections]
            Wait
        Case Else
            Wait
    End Select
    midX = pumpkinX
    midY = pumpkinY
    Gosub [JackOLantern]
Wait
```

```
[DrawPumpkin]
  If h$ = "#main.g" Then
    #h$, "Delsegment ";pumpkinSeg
  End If
  #h$, "Fill Black; Size 1"
  #h$, "Color ";orange$
  #h$, "Backcolor ";orange$
  #h$, "Place ";midX;" ";midY
  #h$, "Circlefilled 152"
  #h$, "Size 4"
  #h$, "Color ";edge$
  #h$, "Place ";midX;" ";midY
  #h$, "Circle 154"
  #h$, "Color ";brown$
  #h$, "Place ";midX;" ";midY + 12
  #h$, "Ellipse 40 340"
  #h$, "Place ";midX;" ";midY + 12
  #h$, "Ellipse 100 340"
  #h$, "Place ";midX;" ";midY + 12
  #h$, "Ellipse 180 340"
  #h$, "Place ";midX;" ";midY + 12
  #h$, "Ellipse 250 340"
  #h$, "Color ";carve$
  x1 = midX - 100
  x2 = x1 + 15
  y1 = midY - 120
  y2 = midY - 110
  For t = 1 to 7
    #h$, "Line ";x1;" ";y1;" ";x2;" ";y2
    x1 = x2
    x2 = x1 + 15
    #h$, "Line ";x1;" ";y2;" ";x2;" ";y1
    x1 = x2
    x2 = x1 + 15
  Next t
  #h$, "Place ";midX;" ";midY
  #h$, "Color Black"
  For r = 158 to 200
    #h$, "Circle ";r
  Next r
  #h$, "Color Darkgreen"
  For s = midX - 15 to midX + 15
    #h$, "Place ";s;" ";midY -150
    #h$, "North; Turn 30; Go 50"
  Next s
```

Return

```
[JackOLantern]
  h$ = "#main.g"
  #h$, "Delsegment ";segPumpkin
  flushFlag = 0
  midX = pumpkinX
  midY = pumpkinY
  Gosub [DrawPumpkin]
  midX = pumpkinX
  midY = pumpkinY
  Select Case EyesSelection
    Case 1
      eyeX = midX - 60
      Gosub [Eyes1]
      eyeX = midX + 60
      Gosub [Eyes1]
    Case 2
      eyeX = midX - 60
      Gosub [Eyes2]
      eyeX = midX + 60
      Gosub [Eyes2]
    Case 3
      eyeX = midX - 60
      Gosub [Eyes3]
      eyeX = midX + 60
      Gosub [Eyes3]
    Case 4
      eyeX = midX - 60
      Gosub [Eyes4]
      eyeX = midX + 60
      Gosub [Eyes4]
  End Select
  noseX = midX
  Select Case NoseSelection
    Case 1
      Gosub [Nose1]
    Case 2
      Gosub [Nose2]
    Case 3
      Gosub [Nose3]
    Case 4
      Gosub [Nose4]
    Case 5
      noseX = midX - 10
      Gosub [Nose5]
```

```
        noseX = midX + 10
        Gosub [Nose5]
End Select
mouthX = midX
Select Case MouthSelection
    Case 1
        Gosub [Mouth1]
    Case 2
        Gosub [Mouth2]
    Case 3
        Gosub [Mouth3]
End Select
If h$ = "#main.g" Then
    #h$ "Segment pumpkinSeg"
    #h$, "Flush"
End If
Return

[SelectEyes]
#main.b, "Cls; Fill Yellow"
#main.b, "Backcolor ";orange$
fg$ = "Black"
bg$ = orange$
h$ = "#main.b"
midX = pumpkinX
midY = pumpkinY
eyeX = 55: eyeY = 20
Gosub [Eyes1]
eyeX = 175
Gosub [Eyes1]
eyeX = 55: eyeY = 130
Gosub [Eyes2]
eyeX = 175
Gosub [Eyes2]
eyeX = 55: eyeY = 200
Gosub [Eyes3]
eyeX = 175
Gosub [Eyes3]
eyeX = 55: eyeY = 280
Gosub [Eyes4]
eyeX = 175
Gosub [Eyes4]
#main.b, "Backcolor Yellow; Color ";orange$
#main.b, "Font Times_New_Roman 24 Bold Italic"
x$ = "Cancel"
#main.b, "Stringwidth? x$ width"
```

```
#main.b, "Place ";Int((bWidth / 2) - (width / 2));" 330"
#main.b, "\";x$
#main.b, "Flush EyeSelection"
#main.b, "When leftButtonUp [ClickEyes]"
Return
```

```
[Eyes1]
#h$, "Size 3"
#h$, "Color ";fg$
For r = 210 to 150 Step -1
    #h$, "Place ";eyeX;" ";eyeY
    #h$, "North; Turn ";r
    #h$, "Go 60"
Next r
#h$, "Color ";bg$
#h$, "Backcolor ";bg$
#h$, "Place ";eyeX;" ";eyeY + 55
#h$, "Circlefilled 7"
Return
```

```
[Eyes2]
#h$, "Size 3"
#h$, "Color ";fg$
#h$, "Backcolor ";fg$
#h$, "Place ";eyeX;" ";eyeY
#h$, "Ellipsefilled 45 60"
#h$, "Color ";bg$
#h$, "Backcolor ";bg$
#h$, "Place ";eyeX + 10;" ";eyeY + 20
#h$, "Circlefilled 7"
Return
```

```
[Eyes3]
#h$, "Size 3"
#h$, "Color ";fg$
#h$, "Backcolor ";fg$
#h$, "Place ";eyeX;" ";eyeY
#h$, "Ellipsefilled 60 45"
#h$, "Color ";bg$
#h$, "Backcolor ";bg$
#h$, "Place ";eyeX + 25;" ";eyeY
#h$, "Circlefilled 7"
Return
```

```
[Eyes4]
#h$, "Size 3"
```



```
#h$, "Color ";fg$
for r = -90 to 90
    perCent = Abs(r) / 100
    goLen = 9 - Int(perCent * 10)
    #h$, "Place ";eyeX;" ";eyeY
    #h$, "North; Turn ";r
    #h$, "Go ";30 + goLen
Next r
#h$, "Color ";bg$
for r = -90 to 90
    perCent = Abs(r) / 100
    goLen = 9 - Int(perCent * 10)
    #h$, "Place ";eyeX - 10;" ";eyeY
    #h$, "North; Turn ";r
    #h$, "Go ";7 + goLen
Next r
Return

[SelectNose]
    #main.b, "Cls; Fill Yellow"
    #main.b, "Backcolor ";orange$
    fg$ = "Black"
    bg$ = orange$
    h$ = "#main.b"
    noseX = 120: noseY = 20
    Gsub [Nose1]
    noseX = 120: noseY = 120
    Gsub [Nose2]
    noseX = 120: noseY = 180
    Gsub [Nose3]
    noseX = 120: noseY = 200
    Gsub [Nose4]
    noseX = 110: noseY = 260
    Gsub [Nose5]
    noseX = 130: noseY = 260
    Gsub [Nose5]
    #main.b, "Backcolor Yellow; Color ";orange$
    #main.b, "Font Times_New_Roman 24 Bold Italic"
    x$ = "Cancel"
    #main.b, "Stringwidth? x$ width"
    #main.b, "Place ";Int((bWidth / 2) - (width / 2));" 330"
    #main.b, "\";x$
    #main.b, "Flush NoseSelection"
    #main.b, "When leftButtonUp [ClickNose]"
Return
```

```
[Nose1]
    #h$, "Size 3"
    #h$, "Color ";fg$
    #h$, "Backcolor ";fg$
    For r = 210 to 150 Step -1
        #h$, "Place ";noseX;" ";noseY
        #h$, "North; Turn ";r
        #h$, "Go 50"
    Next r
Return
```

```
[Nose2]
    #h$, "Size 3"
    #h$, "Color ";fg$
    #h$, "Backcolor ";fg$
    #h$, "Place ";noseX;" ";noseY
    #h$, "Circlefilled 20"
Return
```

```
[Nose3]
    #h$, "Size 3"
    #h$, "Color ";fg$
    #h$, "Backcolor ";fg$
    #h$, "Place ";noseX;" ";noseY
    #h$, "Ellipsefilled 60 20"
Return
```

```
[Nose4]
    #h$, "Size 3"
    #h$, "Color ";fg$
    #h$, "Backcolor ";fg$
    For r = 210 to 150 Step -1
        #h$, "Place ";noseX;" ";noseY
        #h$, "North; Turn ";r
        #h$, "Up; Go 25; Down; Go 10"
    Next r
Return
```

```
[Nose5]
    #h$, "Size 3"
    #h$, "Color ";fg$
    #h$, "Backcolor ";fg$
    For r = 250 to 110 Step -1
        #h$, "Place ";noseX;" ";noseY
        #h$, "North; Turn ";r
        #h$, "Up; Go 10; Down; Go 5"
```

Next r

Return

[SelectMouth]

```
#main.b, "Cls; Fill Yellow"
#main.b, "Backcolor ";orange$
fg$ = "Black"
bg$ = orange$
h$ = "#main.b"
mouthX = 120: mouthY = 50
Gosub [Mouth1]
mouthX = 120: mouthY = 180
Gosub [Mouth2]
mouthX = 120: mouthY = 230
Gosub [Mouth3]
#main.b, "Backcolor Yellow; Color ";orange$
#main.b, "Font Times_New_Roman 24 Bold Italic"
x$ = "Cancel"
#main.b, "Stringwidth? x$ width"
#main.b, "Place ";Int((bWidth / 2) - (width / 2));" 330"
#main.b, "\";x$
#main.b, "Flush MouthSelection"
#main.b, "When leftButtonUp [ClickMouth]"
```

Return

[Mouth1]

```
#h$, "Size 3"
#h$, "Color ";fg$
#h$, "Backcolor ";fg$
For r = 270 to 90 Step -1
    #h$, "Place ";mouthX;" ";mouthY
    #h$, "North; Turn ";r
    #h$, "Go 70"
Next r
#h$, "Color ";bg$
#h$, "Backcolor ";bg$
#h$, "Place ";mouthX - 50;" ";mouthY
#h$, "Boxfilled ";mouthX - 30;" ";mouthY + 20
#h$, "Place ";mouthX - 10;" ";mouthY
#h$, "Boxfilled ";mouthX + 10;" ";mouthY + 20
#h$, "Place ";mouthX + 30;" ";mouthY
#h$, "Boxfilled ";mouthX + 50;" ";mouthY + 20
```

Return

[Mouth2]

```
#h$, "Size 3"
```

```
#h$, "Color ";fg$
#h$, "Backcolor ";fg$
#h$, "Place ";mouthX;" ";mouthY
#h$, "Circlefilled 35"
```

Return

[Mouth3]

```
#h$, "Size 3"
#h$, "Color ";fg$
#h$, "Backcolor ";fg$
#h$, "Place ";mouthX - 60;" ";mouthY
#h$, "Boxfilled ";mouthX + 60;" ";mouthY + 40
#h$, "Color ";bg$
#h$, "Backcolor ";bg$
x = mouthX - 50
For t = 1 to 6
  For r = -20 to 20
    #h$, "Place ";x;" ";mouthY + 10
    #h$, "North; Turn ";r
    #h$, "Go 12"
  Next r
  For r = 200 to 160 Step -1
    #h$, "Place ";x;" ";mouthY + 30
    #h$, "North; Turn ";r
    #h$, "Go 12"
  Next r
  x = x + 20
Next t
```

Return

[FaceSelections]

```
#main.b, "Color Black; Backcolor Black"
#main.b, "Cls; Place -5 -5; Boxfilled ";bwidth + 10;" 360"
#main.b, "Font Times_New_Roman 14 Bold Italic"
#main.b, "Place 10 80; Color ";orange$
#main.b, "\Click to"
#main.b, "Font Times_New_Roman 14 Bold"
#main.b, "Color Yellow"
#main.b, "Place 10 120"
#main.b, "\Select Eyes"
#main.b, "Place 10 145"
#main.b, "\Select Nose"
#main.b, "Place 10 170"
#main.b, "\Select Mouth"
#main.b, "Place 10 220"
#main.b, "\Light Candle"
```

```
#main.b, "Flush SelectionsText"
#main.b, "When leftButtonUp [ClickSelections]"
Return

[DrawTitle]
#main.t, "Font Times_New_Roman 24 Bold Italic"
#main.t, "Down; Fill Black"
#main.t, "Backcolor Black; Color 255 128 0"
t$ = "Simple Pumpkin Play"
#main.t, "Stringwidth? title$ width"
#main.t, "Place ";Int(gWidth / 2 - 10) - Int(width / 2);" 25"
#main.t, "\";title$"
#main.t, "Flush"
Return

[GlowSprite]
gHue = Int(Rnd(1) * 50) * 5
For i = 1 to 4
#main.g, "Color White; Backcolor White"
#main.g, "Place 0 0; Boxfilled 280 224"
#main.g, "Color Black; Backcolor Black"
#main.g, "Place 0 224; Boxfilled 280 448"
#main.g, "Place 140 112; Ellipsefilled 280 224"
rHue = 195 + i * 15
gInc = 5
For x = 280 to 1 Step -1
If gHue < 5 Then
gHue = 5
gInc = 5
End If
If gHue > 250 Then
gHue = 250
gInc = -5
End If
gHue = gHue + gInc
#main.g, "Color ";rHue;" ";gHue;" 0"
#main.g, "Place 140 336; Ellipsefilled ";x;" 224"
#main.g, "Ellipsefilled ";x;" 224"
Next x
#main.g, "Getbmp g";i;" 0 0 280 448"
Next i
#main.g, "Addsprite glow g1 g2 g3 g4"
#main.g, "Spritexy glow 120 150"
#main.g, "Discard"
Return
```

```
[LightCandle]
  midX = 160
  mid1Y = 200
  mid2Y = 560
  WindowWidth = 500
  WindowHeight = 740
  UpperLeftX = 1
  UpperLeftY = 1
  Graphicbox #1.g, 0, 0, 500, 740
' Remove next line for Just BASIC application
  Stylebits #1, _WS_POPUP, _WS_CAPTION, 0, 0
  Open "" for Window as #1
  #1.g, "When leftButtonUp [CloseCandle]"
  CandleScreen = 1
  #1.g, "Horizscrollbar Off"
  #1.g, "Down"
  #1.g, "Place 0 360; Boxfilled 350 720"
  h$ = "#1.g"
  midY = mid2Y
  eyeYpumpkin = eyeY
  noseYpumpkin = noseY
  mouthYpumpkin = mouthY
  Gosub [DrawPumpkin]
  #1.g, "Color White; Backcolor White"
  #1.g, "Place -2 -2; Boxfilled 352 360"
  #1.g, "Color Black; Backcolor Black"
  midY = mid1Y
  #1.g, "Place ";midX;" ";midY
  #1.g, "Circlefilled 154"
  For s = midX - 15 to midX + 15
    #1.g, "Place ";s;" ";midY -150
    #1.g, "North; Turn 30; Go 50"
  Next s
  Select Case EyesSelection
    Case 1
      eyeY = mid2Y - 70
      eyeX = midX - 60
      Gosub [Eyes1]
      eyeX = midX + 60
      Gosub [Eyes1]
    Case 2
      eyeY = mid2Y - 40
      eyeX = midX - 60
      Gosub [Eyes2]
      eyeX = midX + 60
      Gosub [Eyes2]
```

```
Case 3
    eyeY = mid2Y - 35
    eyeX = midX - 60
    Gosub [Eyes3]
    eyeX = midX + 60
    Gosub [Eyes3]
Case 4
    eyeY = mid2Y - 15
    eyeX = midX - 60
    Gosub [Eyes4]
    eyeX = midX + 60
    Gosub [Eyes4]
End Select
noseX = midX
Select Case NoseSelection
    Case 1
        noseY = mid2Y
        Gosub [Nose1]
    Case 2
        noseY = mid2Y + 30
        Gosub [Nose2]
    Case 3
        noseY = mid2Y + 30
        Gosub [Nose3]
    Case 4
        noseY = mid2Y + 10
        Gosub [Nose4]
    Case 5
        noseY = mid2Y + 20
        noseX = midX - 10
        Gosub [Nose5]
        noseX = midX + 10
        Gosub [Nose5]
End Select
mouthX = midX
Select Case MouthSelection
    Case 1
        mouthY = mid2Y + 70
        Gosub [Mouth1]
    Case 2
        mouthY = mid2Y + 100
        Gosub [Mouth2]
    Case 3
        mouthY = mid2Y + 75
        Gosub [Mouth3]
End Select
```

```
bg$ = "Black"
fg$ = "White"
Select Case EyesSelection
  Case 1
    eyeY = mid1Y - 70
    eyeX = midX - 60
    Gosub [Eyes1]
    eyeX = midX + 60
    Gosub [Eyes1]
  Case 2
    eyeY = mid1Y - 40
    eyeX = midX - 60
    Gosub [Eyes2]
    eyeX = midX + 60
    Gosub [Eyes2]
  Case 3
    eyeY = mid1Y - 35
    eyeX = midX - 60
    Gosub [Eyes3]
    eyeX = midX + 60
    Gosub [Eyes3]
  Case 4
    eyeY = mid1Y - 15
    eyeX = midX - 60
    Gosub [Eyes4]
    eyeX = midX + 60
    Gosub [Eyes4]
End Select
eyeY = eyeYpumpkin
Select Case NoseSelection
  Case 1
    noseY = mid1Y
    Gosub [Nose1]
  Case 2
    noseY = mid1Y + 30
    Gosub [Nose2]
  Case 3
    noseY = mid1Y + 30
    Gosub [Nose3]
  Case 4
    noseY = mid1Y + 10
    Gosub [Nose4]
  Case 5
    noseY = mid1Y + 20
    noseX = midX - 10
    Gosub [Nose5]
```



```
        noseX = midX + 10
        Gosub [Nose5]
End Select
noseY = noseYpumpkin
Select Case MouthSelection
    Case 1
        mouthY = midY + 70
        Gosub [Mouth1]
    Case 2
        mouthY = midY + 100
        Gosub [Mouth2]
    Case 3
        mouthY = midY + 75
        Gosub [Mouth3]
End Select
mouthY = mouthYpumpkin
#1.g, "Flush PumpkinSprite"
#1, "Show"
#1.g, "Getbmp pumpkin 0 1 320 720"
#main.g, "Addsprite pumpkin pumpkin"
#main.g, "Spritexy pumpkin ";pumpkinX - 160;" ";pumpkinY - 199
#main.g, "Drawsprites"

[CloseCandle]
Close #1
CandleScreen = 0
Return

[EndApp]
Timer 0
If CandleScreen = 1 Then
    Close #1
End If
Close #main
End
```