

```

import ddf.minim.*;
Minim minim;
AudioPlayer audioPlayer;
void setup() {
  minim = new Minim(this);
  audioPlayer = minim.loadFile("happy.mp3");
  audioPlayer.play();
  size(1200,800);
  x=width/2; y=height/2;
  cake=loadImage("cake.jpg");
  hono1=loadImage("hono1.jpg");
  rousoku3=loadImage("rousoku3.jpg");
  cake69=loadImage("cake69.jpg");
}
PImage cake;
PImage hono1;
PImage rousoku3;
PImage cake69;
int x=0;
int y=0;
void draw(){
  background(0);
  image(cake,2,50);
  image(hono1,x-600,y-130);
  image(rousoku3,0,200);
  if(x-600==600 && y-130==92)image(cake69,100,50);
}
void keyPressed(){
  if(keyCode==LEFT){
    x=x-1;
  }
  if(keyCode==UP){
    y=y-1;
  }
  if(keyCode==RIGHT){
    x=x+1;
  }
  if(keyCode==DOWN){
    y=y+1;
  }
}
}

```