```
import ddf.minim.*;

Minim minim;
AudioPlayer audioPlayer;

PImage ie;
PImage koi1;
PImage koi2;
PImage koi3;
PImage kabuto1;
PImage kabuto2;
PImage moti;
PImage neko;
PImage kabuto;
int x=0;
int y=0;
int xa=0;
int ya=0;
int xb=0;
int yb=0;

void setup() {
    minim = new Minim(this);
    audioPlayer = minim.loadFile("koinobori123.mp3");
    audioPlayer.play();
        size(1200,700);
    ie=loadImage("ie.png");
    koi1=loadImage("koi1.png");
    koi2=loadImage("koi2.png");
    koi3=loadImage("koi3.png");
    kabuto1=loadImage("kabuto1.png");
    kabuto2=loadImage("kabuto2.png");
    moti=loadImage("moti.png");
    neko=loadImage("neko.png");
    kabuto=loadImage("kabuto.png");
}
void draw(){
    background(0);
    image(ie,100,50);
    image(koi1,x,600-y);
    image(koi2,300-xa,600-ya);
    image(koi3,700-xb,600-yb);
```

```
  x=x+1;
  if(x>192){
  x=192;
  }
  y=y+1;
   if(y>253){
  y=253;
   }
 if(x==192 && y==253){
  image(kabuto1,100,500);
}
    xa=xa+1;
   if(xa>110){
    xa=110;
}
    ya=ya+1;
   if(ya>357){
    ya=357;
}
  if(xa==110 && ya==357){
  image(kabuto2,400,500);
}
  xb=xb+1;
  if(xb>522){
  xb=522;
}
   yb=yb+1;
  if(yb>472){
    yb=472;
 }
  if(xb==522 && yb==472){
  image(moti,700,500);
}
if(x==192 && y==253 && xa==110 && ya==357 && xb==522 && yb==472){
  image(neko,670,200);
  image(kabuto,830,320);
}
}
]
```