```
color white = color(255, 255, 255);
color black = color(0, 0, 0);
color orange = color(255, 140, 0);
int i = 0;
void setup(){
 size(525, 724, P2D);
 frameRate(2);
}
void draw(){
  background(0, 0, 255);
  strokeWeight(0);
  textSize(69);
  fill(black);
  rect((width/2)-20, 10, 40, 100);
  rect((width/2)-50, 110, 100, 20);
  fill(white);
  circle(width/2, 150, 40);
  circle(width/2, 200, 60);
  circle(width/2, 280, 100);
  fill(black);
  circle((width/2)-15, 150, 7);
  if(i == 2){
   rect(width/2 +15, 148, 7, 2);
   fill(orange);
   text("Hello North Pole", 10, 500);
   i = 0;
   fill(black);
  }else
   circle((width/2)+15, 150, 7);
  circle((width/2), 200, 7);
  circle((width/2), 280, 7);
 pushMatrix();
  fill(orange);
  translate((width/2)-10, 150);
  scale(20);
  beginShape(TRIANGLE);
  vertex(0, 0);
  vertex(1, 0);
  vertex(0.7, -0.5);
  endShape();
 popMatrix();
 i++;
}
```