

```

% SNOWMAN
% -----
r=input('Enter radius of the bottom: ');
s=input('Enter radius of the middle: ');
t=input('Enter radius of the top: ');
u=input('Enter radius of the eyes: ');
w=input('Enter radius of the buttons: ');
theta=linspace(0,2*pi,100);
%bottomcircle
c=r*cos(theta);
d=r*sin(theta);
%middlecircle
a=s*cos(theta);
b=s*sin(theta)+5;
%topcircle
i=t*sin(theta);
j=t*cos(theta)+8;
%eyes
k=u*sin(theta)+.4;
l=u*cos(theta)+8.2;
m=u*sin(theta)-.4;
n=u*cos(theta)+8.2;
%buttons
o=w*cos(theta);
v=w*sin(theta)+6;
ab=w*sin(theta)+5;
bc=w*sin(theta)+4;
%armonleft
x=linspace(-5,-2,1000);
y=5;
e=linspace(-5,-2,1000);
f=5.1;
%armonright
p=linspace(2,5,1000);
q=5;
g=linspace(2,5,1000);
h=5.1;
%finalplot
plot(c,d,a,b,i,j,x,y,p,q,e,f,g,h,k,l,m,n,o,v,o,ab,o,bc);
axis('equal');
title('Snowman')

```