def hlava(x, y): #x, y je stred kruhu

canvas.create\_oval(x-2\*a, y-2\*a, x+2\*a, y+2\*a, fill='violet')

def telo(x, y, farba): #x, y je lavy dolny roh obdlznika

canvas.create\_rectangle(x, y, x+4\*a, y-8\*a, fill=farba)

def metla(x, y): #x, y, je lavy bod nasady metly

canvas.create\_line(x, y, x+10\*a, y, fill='brown', width=2)

for i in (2, 1, 0, -1, -2):

canvas.create\_line(x, y, x-2\*a, y-i\*a, fill='brown',

width=2)