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def throw away apple():
    # 0: find apple
    find('apple')
    # 1: grab apple
    assert('close' to 'apple')
        else: find('apple')
    grab('apple')
    # 2: find garbage can
    find('garbagecan')
    # 3: open garbagecan
    assert('close' to 'garbagecan' )
        else: find('garbagecan')
    assert('garbagecan' is 'closed' )
        else: close('garbagecan')
    open('garbagecan')
    # 4: put apple in garbage can
    assert('apple' in 'hands' )
        else: find('apple')
        else: grab('apple')
    assert('close' to 'garbagecan' )
        else: find('garbagecan')
        assert('garbagecan' is 'opened' )
            else: open('garbagecan')
    putin('apple', 'garbagecan')
    # 5: close garbagecan
    assert('close' to 'garbagecan' )
        else: find('garbagecan')
    assert('garbagecan' is 'opened' )
        else: open('garbagecan')
    close('garbagecan')
    # 6: Done

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```

def watch tv():
    # 0: walk to living room
    walk('livingroom')
    # 1: find tv
    find('tv')
    # 2: turn on tv
    assert('close' to 'tv' )
        else: find('tv')
    assert('tv' is 'switchoff' )
        else: switchoff('tv')
    switchon('tv')
    # 3: Done

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```

def brush teeth():
    # 0: walk to bathroom
    walk('bathroom')
    # 1: find toothbrush
    find('toothbrush')
    # 2: grab toothbrush
    assert('close' to 'toothbrush')
        else: find('toothbrush')
    grab('toothbrush')
    # 3: find toothpaste
    find('toothpaste')
    # 4: grab toothpaste
    assert('close' to 'toothpaste')
        else: find('toothpaste')
    grab('toothpaste')
    # 5: put toothpaste on toothbrush
    assert('toothpaste' in 'hands' )
        else: find('toothpaste')
        else: grab('toothpaste')
    assert('toothbrush' in 'hands' )
        else: find('toothbrush')
        else: grab('toothbrush')
    putin('toothpaste', 'toothbrush')
    # 6: find sink
    find('sink')
    # 7: turn on faucet
    find('faucet')
    assert('close' to 'faucet' )
        else: find('faucet')
    assert('faucet' is 'switchoff' )
        else: switchoff('faucet')
    switchon('faucet')
    # 8: put toothbrush under water
    # 9: rinse toothbrush off with water
    # 10: turn off faucet
    # 11: put toothbrush back in holder
    # 12: Done

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```

def turn off light():
    # 0: walk to bedroom
    walk('bedroom')
    # 1: find lightswitch
    find('lightswitch')
    # 2: switch off lightswitch
    assert('close' to 'lightswitch' )
        else: find('lightswitch')
    assert('lightswitch' is 'switchon' )
        else: switchon('lightswitch')
    switchoff('lightswitch')
    # 3: Done

```

```

def put salmon in the fridge():
    # 0: walk to kitchen
    walk('kitchen')
    # 1: find fridge
    find('fridge')
    # 2: open fridge
    assert('close' to 'fridge' )
        else: find('fridge')
    assert('fridge' is 'closed' )
        else: close('fridge')
    open('fridge')
    # 3: find salmon
    find('salmon')
    # 4: grab salmon
    assert('close' to 'salmon')
        else: find('salmon')
    grab('salmon')
    # 5: put salmon in fridge
    assert('salmon' in 'hands' )
        else: find('salmon')
        else: grab('salmon')
    assert('close' to 'fridge' )
        else: find('fridge')
    assert('fridge' is 'opened' )
        else: open('fridge')
    putin('salmon', 'fridge')
    # 6: close fridge
    assert('close' to 'fridge' )
        else: find('fridge')
    assert('fridge' is 'opened' )
        else: open('fridge')
    close('fridge')
    # 7: Done

```

```

def wash_plate():
    # 0: walk to kitchen
    walk('kitchen')
    # 1: find sink
    find('sink')
    # 2: turn on faucet
    find('faucet')
    assert('close' to 'faucet' )
    else: find('faucet')
    assert('faucet' is 'switchoff' )
    else: switchoff('faucet')
    switchon('faucet')
    # 3: put plate under water
    find('plate')
    assert('close' to 'plate')
    else: find('plate')
    grab('plate')
    find('sink')
    assert('plate' in 'hands' )
    else: find('plate')
    else: grab('plate')
    assert('close' to 'sink' )
    else: find('sink')
    putin('plate', 'sink')
    # 4: grab dishwashing liquid
    find('dishwashingliquid')
    assert('close' to 'dishwashingliquid')
    else: find('dishwashingliquid')
    grab('dishwashingliquid')
    # 5: put dishwashing liquid on plate
    find('sink')
    assert('dishwashingliquid' in 'hands' )
    else: find('dishwashingliquid')
    else: grab('dishwashingliquid')
    assert('close' to 'sink' )
    else: find('sink')
    putin('dishwashingliquid', 'sink')
    # 6: grab washingsponge
    find('washingsponge')
    assert('close' to 'washingsponge')
    else: find('washingsponge')
    grab('washingsponge')
    # 7: start scrubbing plate
    find('sink')
    assert('washingsponge' in 'hands' )
    else: find('washingsponge')
    else: grab('washingsponge')
    assert('close' to 'sink' )
    else: find('sink')
    # 8: rinse plate off with water
    # 9: dry plate with towel
    # 10: Done

```

```

def bring coffeepot and cupcake to the coffee table():
    # 0: walk to kitchen
    walk('kitchen')
    # 1: find coffeepot
    find('coffeepot')
    # 2: grab coffeepot
    assert('close' to 'coffeepot')
    else: find('coffeepot')
    grab('coffeepot')
    # 3: walk to living room
    walk('livingroom')
    # 4: find coffee table
    find('coffeetable')
    # 5: put coffeepot on coffee table
    assert('coffeepot' in 'hands' )
    else: find('coffeepot')
    else: grab('coffeepot')
    assert('close' to 'coffeetable' )
    else: find('coffeetable')
    putin('coffeepot', 'coffeetable')
    # 6: walk to kitchen
    walk('kitchen')
    # 7: find cupcake
    find('cupcake')
    # 8: grab cupcake
    assert('close' to 'cupcake')
    else: find('cupcake')
    grab('cupcake')
    # 9: walk to living room
    walk('livingroom')
    # 10: find coffee table
    find('coffeetable')
    # 11: put cupcake on coffee table
    assert('cupcake' in 'hands' )
    else: find('cupcake')
    else: grab('cupcake')
    assert('close' to 'coffeetable' )
    else: find('coffeetable')
    putin('cupcake', 'coffeetable')
    # 12: Done

```

```

def make toast():
    # 0: walk to kitchen
    walk('kitchen')
    # 1: find toaster
    find('toaster')
    # 2: find breadslice
    find('breadslice')
    # 3: grab breadslice
    assert('close' to 'breadslice')
    else: find('breadslice')
    grab('breadslice')
    # 4: put breadslice in toaster
    assert('breadslice' in 'hands' )
    else: find('breadslice')
    else: grab('breadslice')
    assert('close' to 'toaster' )
    else: find('toaster')
    putin('breadslice', 'toaster')
    # 5: switch on toaster
    assert('close' to 'toaster' )
    else: find('toaster')
    assert('toaster' is 'switchoff' )
    else: switchoff('toaster')
    switchon('toaster')
    # 6: wait for toast to be ready
    # 7: grab toast from toaster
    # 8: Done

```

```

def eat chips on the sofa():
    # 0: walk to living room
    walk('livingroom')
    # 1: find chips
    find('chips')
    # 2: grab chips
    assert('close' to 'chips')
    else: find('chips')
    grab('chips')
    # 3: find sofa
    find('sofa')
    # 4: sit on sofa
    assert('close' to 'sofa')
    else: find('sofa')
    sit('sofa')
    # 5: eat chips
    assert('chips' in 'hands' )
    else: find('chips')
    else: grab('chips')
    # 6: Done

```