```python
from actions import turnright, turnleft,
walkforward, walktowards <obj>, walk <obj>, run
<obj>, grab <obj>, switchon <obj>, switchoff
<obj>, open <obj>, close <obj>, lookat <obj>, sit
<obj>, standup, find <obj>, turnto <obj>, drink
<obj>, pointat <obj>, watch <obj>, putin <obj>
<obj>, putback <obj> <obj>

objects = ['orchid', 'sink', 'peach', 'mouse',
'oventray', 'hanger', 'clothespants', 'cupcake',
'powersocket', 'bellpepper', 'slippers',
'toaster', 'closet', 'floor', 'pillow',
'doorjamb', 'lightswitch', 'faucet', 'pie',
'bookshelf', 'cutleryfork', 'condimentshaker',
'bathroomcounter', 'keyboard', 'cutleryknife',
'bananas', 'washingmachine', 'box', 'ceiling',
'creamybuns', 'bed', 'crackers', 'bathroom',
'stove', 'paper', 'condimentbottle', 'lime',
'stovefan', 'washingsponge', 'deodorant',
'radio', 'kitchen', 'toilet', 'fridge',
'bedroom', 'dishwashingliquid', 'kitchencabinet',
'remotecontrol', 'folder', 'barsoap', 'bench',
'coffeepot', 'fryingpan', 'curtains', 'desk',
'door', 'toothpaste', 'computer', 'painkillers',
'towelrack', 'cereal', 'wall',
'wallpictureframe', 'bathtub', 'dishbowl',
'livingroom', 'cabinet', 'ceilinglamp',
'clothespile', 'cpuscreen', 'plum', 'photoframe',
'stall', 'tablelamp', 'rug', 'toothbrush',
'coffeetable', 'plate', 'waterglass',
'chocolatesyrup', 'window', 'bathroomcabinet',
'facecream', 'whippedcream', 'closetdrawer',
'kitchencounter', 'tv', 'microwave', 'mug',
'perfume', 'salmon', 'candybar', 'kitchentable',
'coffeemaker', 'walllamp', 'breadslice', 'towel',
'mousemat', 'apple', 'cellphone', 'wallshelf',
'book', 'sofa', 'chips', 'wallphone',
'kitchencounterdrawer', 'clothesshirt', 'candle',
'hairproduct', 'wineglass', 'garbagecan',
'nightstand', 'clock', 'tvstand', 'chair']

def put_the_wine_glass_in_the_kitchen_cabinet():
    # 0: walk to kitchen
    walk('kitchen')
    # 1: find wine glass
    find('wineglass')
    # 2: grab wine glass
    assert('close' to 'wineglass')
        else: find('wineglass')
    grab('wineglass')
    # 3: find kitchen cabinet
    find('kitchencabinet')
    # 4: open kitchen cabinet
    assert('close' to 'kitchencabinet' )
        else: find('kitchencabinet')
    assert('kitchencabinet' is 'closed' )
        else: close('kitchencabinet')
    open('kitchencabinet')
    # 5: put wine glass in kitchen cabinet
    assert('wineglass' in 'hands' )
        else: find('wineglass')
        else: grab('wineglass')
    assert('close' to 'kitchencabinet' )
        else: find('kitchencabinet')
    assert('kitchencabinet' is 'opened' )
        else: open('kitchencabinet')
    putin('wineglass', 'kitchencabinet')
    # 6: close kitchen cabinet
    assert('close' to 'kitchencabinet' )
        else: find('kitchencabinet')
    assert('kitchencabinet' is 'opened' )
        else: open('kitchencabinet')
    close('kitchencabinet')
    # 7: Done

def throw_away_the_lime():
    # 0: find lime
    find('lime')
    # 1: grab lime
    assert('close' to 'lime')
        else: find('lime')
    grab('lime')
    # 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 lime in garbage can
    assert('lime' in 'hands' )
        else: find('lime')
        else: grab('lime')
    assert('close' to 'garbagecan' )
        else: find('garbagecan')
    assert('garbagecan' is 'opened' )
        else: open('garbagecan')
    putin('lime', 'garbagecan')
    # 5: close garbagecan
    assert('close' to 'garbagecan' )
        else: find('garbagecan')
    assert('garbagecan' is 'opened' )
        else: open('garbagecan')
    close('garbagecan')
    # 6: Done

def wash_mug():
    # 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 mug under water
    find('mug')
        assert('close' to 'mug')
        else: find('mug')
    grab('mug')
    find('sink')
        assert('mug' in 'hands' )
        else: find('mug')
        else: grab('mug')
    assert('close' to 'sink' )
        else: find('sink')
    putin('mug', 'sink')
    # 4: grab dishwashing liquid
    find('dishwashingliquid')
        assert('close' to 'dishwashingliquid')
        else: find('dishwashingliquid')
    grab('dishwashingliquid')
    # 5: put dishwashing liquid on mug
    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 mug
    find('sink')
        assert('washingsponge' in 'hands' )
        else: find('washingsponge')
        else: grab('washingsponge')
    assert('close' to 'sink' )
        else: find('sink')
    putin('washingsponge', 'sink')
    # 8: rinse mug off with water
    # 9: dry mug with towel
    # 10: Done
```