

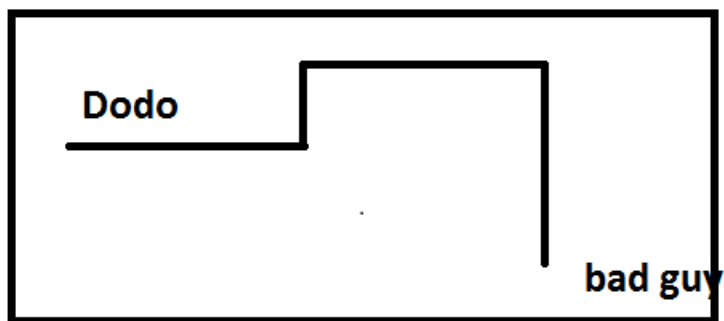
Dodo to the rescue:

Tom(Player) is a robot prodigy who has a robo dog as a pet.

Tom is also vigilantly catches the bad guys by giving commands to his pet dog 'Dodo'(maybe)

For eg.:

Stage 1:



```
dodo.walk (5);
```

```
dodo.turnUp();
```

```
dodo.walk (5);
```

```
dodo.turnRight();
```

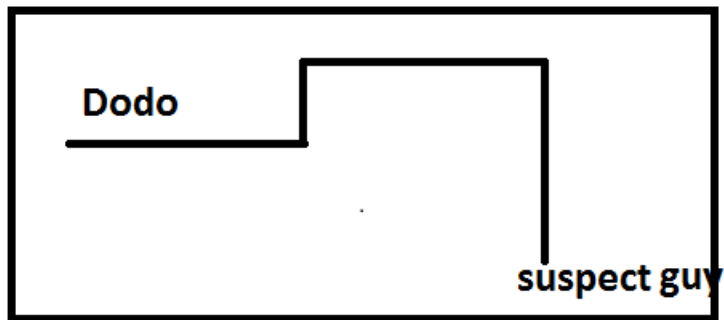
```
dodo.walk(8);
```

```
dod.turnDown();
```

```
dodo.walk(6);
```

```
dodo.sendLocation();
```

For teaching 'if-else':



Two actors: dodo and suspect

```
dodo.walk (5);  
dodo.turnUp();  
dodo.walk (5);  
dodo.turnRight();  
dodo.walk(8);  
dod.turnDown();  
dodo.walk(6);  
dodo.scan(suspect);  
if(dodo.foundGun()) {  
  dodo.sendLocation();  
} else {  
  Dodo.goBack();  
}
```