(1) *"Generate a bedroom whose area of the floor is equal to 30m^2. The walls, where there are a door and a window, are covered with light green fabric with stripes."*

```python
SHAPE = GenShape(prompt = "A bedroom whose area of the floor is equal to 30m^2.")
LAYOUT = GenLayout(coordinates = SHAPE)
DEPTH = GenDepth(coordinates = SHAPE)
SEMANTIC = GenSemantic(coordinates = SHAPE, prompt = "The walls, where there are a door and a window, are covered with light green fabric with stripes.")
TEXTURE = GenTexture(coordinates = SHAPE, layout = LAYOUT, depth = DEPTH, semantic = SEMANTIC, prompt = "The walls, where there are a door and a window, are covered with light green fabric with stripes.")
EMPTY = GenEmptyRoom(coordinates = SHAPE, texture = TEXTURE)
FURNITURE = GenFurniture(coordinates = SHAPE, roomtype = "bedroom")
RESULT = Merge(emptyroom = EMPTY, furniture = FURNITURE)
```

(2) *"Remove the ceiling lamp and chair from the room."*

```python
SHAPE, LAYOUT, DEPTH, SEMANTIC, TEXTURE, TEXT, EMPTY, FURNITURE = LoadRoom()
FURNITURE0 = EditFurniture(load = FURNITURE, coordinates = SHAPE, remove = "ceiling ramp, chair")
RESULT = Merge(emptyroom = EMPTY, furniture = FURNITURE0)
```

(3) *"Replace the desk with a coffee table."*

```python
SHAPE, LAYOUT, DEPTH, SEMANTIC, TEXTURE, TEXT, EMPTY, FURNITURE = LoadRoom()
FURNITURE0 = EditFurniture(load = FURNITURE, coordinates = SHAPE, replace = "desk -> coffee table")
RESULT = Merge(emptyroom = EMPTY, furniture = FURNITURE0)
```

(4) *"Decrease the width of the room by 1.2m."*
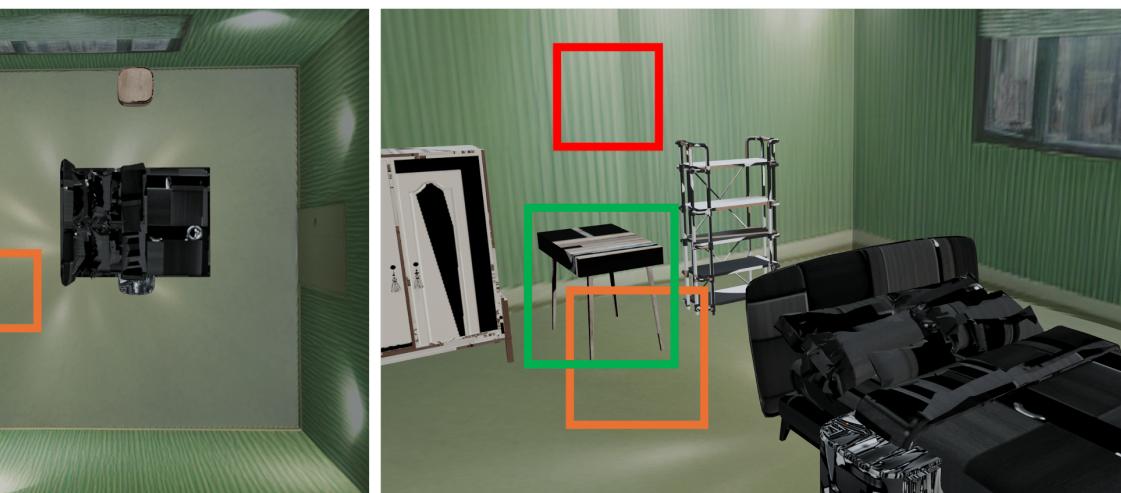
```python
SHAPE, LAYOUT, DEPTH, SEMANTIC, TEXTURE, TEXT, EMPTY, FURNITURE = LoadRoom()
SHAPE0 = EditShape(load = SHAPE, prompt = "Decrease the width of the room by 1.2m.")
LAYOUT0 = EditLayout(load = LAYOUT, coordinates = SHAPE0)
DEPTH0 = EditDepth(load = DEPTH, coordinates = SHAPE0)
SEMANTIC0 = EditSemantic(load = SEMANTIC, coordinates = SHAPE0)
TEXTURE0 = EditTexture(load = TEXTURE, coordinates = SHAPE0, layout = LAYOUT0, depth = DEPTH0, semantic = SEMANTIC0, prompt = TEXT)
EMPTY0 = EditEmptyRoom(load = EMPTY, coordinates = SHAPE0, texture = TEXTURE0)
RESULT = Merge(emptyroom = EMPTY0, furniture = FURNITURE)
```
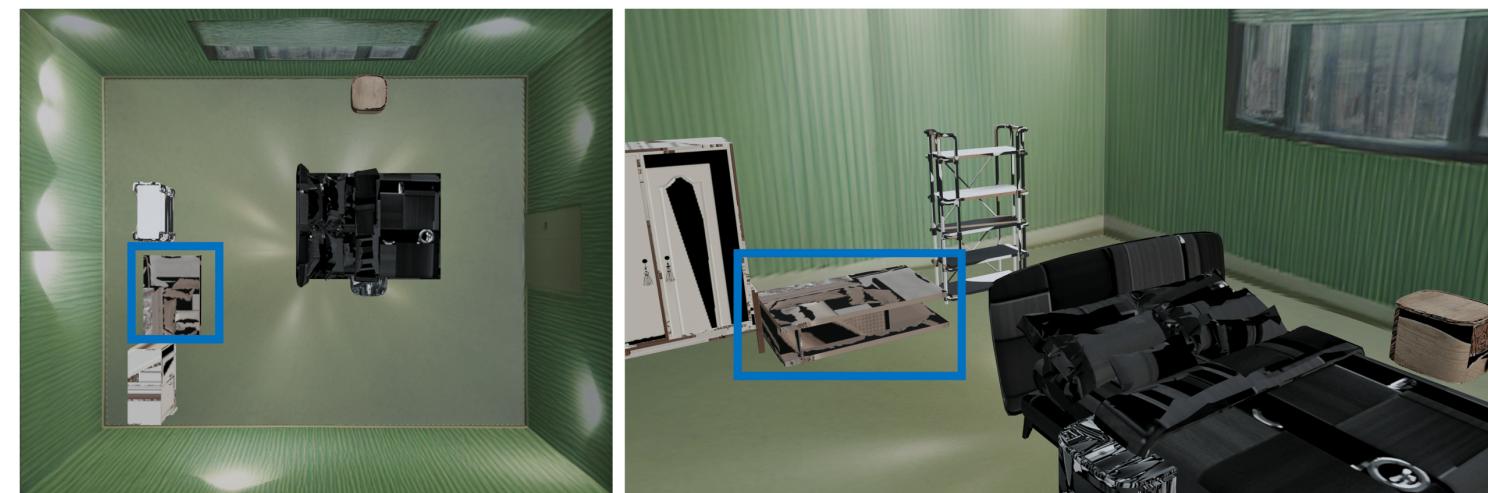
(5) *"Add an armchair in the room."*

```python
SHAPE, LAYOUT, DEPTH, SEMANTIC, TEXTURE, TEXT, EMPTY, FURNITURE = LoadRoom()
FURNITURE0 = EditFurniture(load = FURNITURE, coordinates = SHAPE, add = "armchair")
RESULT = Merge(emptyroom = EMPTY, furniture = FURNITURE0)
```

(6) *"Cover the room with dark wood to make the room look like an old cottage."*

```python
SHAPE, LAYOUT, DEPTH, SEMANTIC, TEXTURE, TEXT, EMPTY, FURNITURE = LoadRoom()
TEXTURE0 = EditTexture(load = TEXTURE, coordinates = SHAPE, layout = LAYOUT, depth = DEPTH, semantic = SEMANTIC, prompt = "Cover the room with dark wood to make the room look like an old cottage.")
EMPTY0 = EditEmptyRoom(load = EMPTY, coordinates = SHAPE, texture = TEXTURE0)
RESULT = Merge(emptyroom = EMPTY0, furniture = FURNITURE)
```