Instruction & program		Each line of program	Output of each line
Instruction: *"Generate a fully furnished living room whose width, length and height are each 4.5m, 3.3m, 2m. The walls are covered with dark grey rectangular tiles, and there are two windows and a door on the walls."*	(a)	`SHAPE = GenShape(prompt = "An empty room whose width, length and height are each 4.5m, 3.3m, 2m.")`	`[[-2.25, -1.0, 1.65],` `[2.25, -1.0, 1.65],` `[2.25, -1.0, -1.65],` `[-2.25, -1.0, -1.65]]`
	(b)	`LAYOUT = GenLayout(coordinates = SHAPE)`	
	(c)	`DEPTH = GenDepth(coordinates = SHAPE)`	
	(d)	`SEMANTIC = GenSemantic(coordinates = SHAPE, prompt = "The walls are covered with dark grey rectangular tiles. There are 2 windows and 1 door in the room.")`	
	(e)	`TEXTURE = GenTexture(coordinates = SHAPE, layout = LAYOUT, depth = DEPTH, semantic = SEMANTIC, prompt = "The walls are covered with dark grey rectangular tiles. There are 2 windows and 1 door in the room.")`	
	(f)	`EMPTY = GenEmptyRoom(coordinates = SHAPE, texture = TEXTURE)`	
	(g)	`FURNITURE = GenFurniture(coordinates = SHAPE, roomtype = "living room")`	
	(h)	`RESULT = Merge(emptyroom = EMPTY, furniture = FURNITURE)`	

Program:

```python
SHAPE = GenShape(prompt = "An empty room whose width, length and height are each 4.5m, 3.3m, 2m.")
LAYOUT = GenLayout(coordinates = SHAPE)
DEPTH = GenDepth(coordinates = SHAPE)
SEMANTIC = GenSemantic(coordinates = SHAPE, prompt = "The walls are covered with dark grey rectangular tiles. There are 2 windows and 1 door in the room.")
TEXTURE = GenTexture(coordinates = SHAPE, layout = LAYOUT, depth = DEPTH, semantic = SEMANTIC, prompt = "The walls are covered with dark grey rectangular tiles. There are 2 windows and 1 door in the room.")
EMPTY = GenEmptyRoom(coordinates = SHAPE, texture = TEXTURE)
FURNITURE = GenFurniture(coordinates = SHAPE, roomtype = "living room")
RESULT = Merge(emptyroom = EMPTY, furniture = FURNITURE)
```