

```
While (time.hour > 8 && time.hour < 22)
```

```
{
```

```
    If (Morning())
```

```
    {
```

```
        System.sleep(30 * 3600 * 1000);
```

```
    }
```

```
    Brain.sendMessage("Wake up Sunita Sharma");
```

```
    If(Brain.response() == null)
```

```
        Continue;
```

```
    Else
```

```
        Break;
```

```
}
```

```
System.exit(0) ;
```

```
While(age<40)
```

```
{
```

```
    If(!me.isIll)
```

```
    {
```

```
Me.getUp(tooEarly);
```

```
Var hour = 4.00;;
```

```
Function wakeUp() {
```

```
    Var awake = true;
```

```
    Var outOfBed = true;
```

```

}

Me.doYoga() ;

    Me.takeBath();

Me. takeCoffee() ;

    Me.doGodPrayer() ;

        Me.eatFriuts(15 minutes);
Function breakfast()
{

    Var food[] Array{"Bread", "Cookies", "Cereal"}
    Var liquid[] Array{"Juice", "Water", "Milk"};
}

    Var eat = food[2];
    Var with = liquid[2];
}

    Me.beHappy(a lot);
    Me.putWaterplant(Happy alot);
    Me.doneLunch(at 11AM);
    Me.gotoMarket();
Function goTomarket() {
    Var vehicle[] Array{"Car", "Train", "Bus"};

    Var goWith = vehicle[0];

    For(distance=50; distance>=0; --distance) {
        Var keepDriving = true;
    }
}

```

```

        Var keepDiriving = false;
    }

    Me.cameHome;

    Me.feedTheDog();

    Dog.beSuperHyperMegaHappy();
Me.takeMedicine(if necessary)

    Me.Sleep(for an half hour) ;

}

Else

    Me.ReadRamayan();

}

Function drive()

{}

Function Evening Coffee() {

    Var CoffeeTimeIsOver = true;

    Var me = "out";

    Drive();

}


Function sleep() {

    Var outOfBed = false;

    Var me = "zzz";

}


If(hour == 4.00) {

    wakeUp();

}


Bath();

```

```
If(hour == 4.40) {  
    Breakfast();  
}
```

```
If(hour == 6.00) {  
    goTomarket();  
}
```

```
If(hour==7.00) {  
    Me. doYoga();  
}
```

```
If(hour==12.00) {  
    Donelunch();  
}
```

```
If(hour==8.00) {  
    getDinner() ;  
    Sleep();  
}
```