

this addSceneActivationListener

declare procedure **sceneActivated**

do in order

this myFirstMethod

this addKeyPressListener add detail

declare procedure **keyPressed** event isLetter event isDigit event getKey event isKey key: ???

do in order

if event isKey P is true then

this.penguin setPaint CYAN add detail

this.penguin say "My color is changed." + this.penguin toString add detail

else

if event isKey A is true then

this.alice setPaint MAGENTA add detail

this.alice say "My color is changed." + this.alice toString add detail

else

drop statement here