```
begin
             comment jungle generator
                                            C.H.A. Koster
                                                                 R500:
             real rr;
             real procedure R; begin RANDOM; R:= rr:= RANDOM end;
             procedure P(u); string u; PRINTTEXT(u);
             procedure sentence:
                      subject; predicate; if R < .2 then nextsentence end;
             begin
             procedure nextsentence:
             begin connective; sentence end;
             procedure connective;
             if R <.3 then P(« and») else if rr < .55 then P(« but») else
             if rr <.8 then P(« because») else P(« though»);
             procedure subject;
             if R < .8 then subst else subname;
             procedure subst;
                      article; noun phrase; if R < .2 then property end;
             begin
             procedure property;
             if R <.25 then P(« with blue eyes») else if rr < .5 then P(« in a mink coat») else
             begin P(« from»):
                    if R < .25 then P(« Australia») else if rr < .5 then P(« Switserland») else
                    if rr <.75 then P(« Siberia») else P(« Cleveland (Ohio)»)
             end:
             procedure noun phrase;
             if R < .25 then begin adje; noun phrase end else nounpart;
             procedure nounpart;
             if R < .25 then begin noun; relsentence end else noun;
             procedure predicate;
             if R < .2 then begin modifier; modpredicate end else if rr < .5 then quality else modpredicate;
             procedure modpredicate;
             begin verb; object end;
             procedure relsentence;
             begin P(«, that);
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if R < .4 then begin subject; verb end else
       if rr < .6 then quality else predicate
end:
procedure object:
if R < .8 then subst else objname;
procedure quality;
begin if R < .45 then P(\text{was}) else P(\text{wis});
       if R < .4 then adie else object
end:
procedure adje;
if R < .2 then begin adverb; adjective end else adjective;
procedure subname:
if R < .2 then P(\text{``ensurement hero}) else if rr < .4 then P(\text{``ensurement Jim'})
else if rr < .6 then P(« Mary») else if rr < .8 then P(« she»)
else if rr < .9 then P(« David Livingstone») else P(« the world Famous X8 Computer»):
procedure obiname:
if R < .2 then P(\langle him \rangle) else if rr < .4 then P(\langle him \rangle)
else if rr < .6 then P(« Mary») else if rr < .8 then P(« her»)
else if rr < .95 then P(« David Livingstone») else P(« a computer»):
procedure modifier:
if R < .33 then P(« always») else if rr < .67 then P(« often)»
else P(« never»);
procedure article:
if R < .35 then P(\alpha a) else if rr < .75 then P(\alpha the) else
if rr < .87 then P(« this») else P(« that»);
procedure noun;
if R < .17 then P(\alpha boy») else if rr < .33 then P(\alpha tree»)
else if rr < .5 then P(\text{« girl»}) else if rr < .67 then P(\text{« bear»})
else if rr < .83 then P(« hunter») else P(« lamb»);
procedure adjective;
if R < .2 then P(\langle \text{wittle} \rangle) else if rr < .4 then P(\langle \text{wice} \rangle)
else if rr < .6 then P(« big») else if rr < .8 then P(« green») else P(« bad»);
procedure adverb:
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if R < .4 then P(« very») else if rr < .6 then P(« extraordinarily») else P(« rather»); procedure verb; if R < .45 then begin if R < .2 then P(« saw») else if rr < .4 then P(« liked») else if rr < .6 then P(« dreamt about») else if rr < .7 then P(« smelled») else if rr < .8 then P(« ate») else P(« had») end else begin if R < .2 then P(« sees») else if rr < .4 then P(« likes») else if rr < .6 then P(« dreams about») else if rr < .7 then P(« eats») else if rr < .8 then P(« smells») else if rr < .7 then P(« eats») else if rr < .8 then P(« smells») else P(« has»)
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NZ:

<u>end</u>