```python
# /********************************************************************************
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# *
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# ********************************************************************************/

from lib.dsl import (
    create_animation_action,
    create_behavior,
    create_set_action,
    get_datapoint_value,
    mock_datapoint,
)
from lib.trigger import ClockTrigger, EventTrigger, EventType

from lib.animator import RepeatMode

mock_datapoint(
    path="Vehicle.Speed",
    initial_value=0.0,
    behaviors=[
        create_behavior(
            trigger=ClockTrigger(0),
            action=create_animation_action(
                duration=10.0,
                repeat_mode=RepeatMode.REPEAT,
                values=[0, 30.0, 50.0, 70.0, 100.0, 70.0, 50.0, 30.0, 0.0],
            ),
        )
    ],
)

mock_datapoint(
    path="Vehicle.Cabin.Seat.Row1.Pos1.Position",
    initial_value=0,
    behaviors=[
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            action=create_animation_action(
                duration=10.0,
                values=["$self", "$event.value"],
            ),
        )
    ],
)

# ===============================================================================
# ========================== Added by me ========================================
# ===============================================================================
mock_datapoint(
    path="Vehicle.Chassis.Accelerator.PedalPosition",
    initial_value=0.0,
    behaviors=[
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            action=create_set_action("$event.value"),
        )
    ],
)

mock_datapoint(
    path="Vehicle.IsMoving",
    initial_value="false",
    behaviors=[
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            action=create_set_action("$event.value"),
        )
    ],
)

# ==============================================================================
# =========================== END of My edits ==================================
# ==============================================================================

mock_datapoint(
    path="Vehicle.Body.Windshield.Front.Wiping.System.Mode",
    initial_value="STOP_HOLD",
    behaviors=[
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            action=create_set_action("$event.value"),
        )
    ],
)

mock_datapoint(
    path="Vehicle.Body.Windshield.Front.Wiping.System.TargetPosition",
    initial_value=0,
    behaviors=[
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            action=create_set_action("$event.value"),
        )
    ],
)

mock_datapoint(
    path="Vehicle.Body.Windshield.Front.Wiping.System.ActualPosition",
    initial_value=0,
    behaviors=[
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            condition=lambda ctx: get_datapoint_value(
                ctx, "Vehicle.Body.Windshield.Front.Wiping.System.Mode"
            )
            == "EMERGENCY_STOP",
            action=create_set_action(0),
        ),
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            condition=lambda ctx: get_datapoint_value(
                ctx, "Vehicle.Body.Windshield.Front.Wiping.System.Mode"
            )
            == "STOP_HOLD",
            action=create_animation_action(
                duration=10.0,
                values=[
                    "$self",
                    "$Vehicle.Body.Windshield.Front.Wiping.System.TargetPosition",
                ],
            ),
        ),
        create_behavior(
            trigger=EventTrigger(EventType.ACTUATOR_TARGET),
            condition=lambda ctx: get_datapoint_value(
                ctx, "Vehicle.Body.Windshield.Front.Wiping.System.Mode"
            )
            == "WIPE",
            action=create_animation_action(
                duration=10.0,
                values=[
                    "$self",
                    "$Vehicle.Body.Windshield.Front.Wiping.System.TargetPosition",
                ],
            ),
        ),
    ],
)

mock_datapoint(
    path="Vehicle.Cabin.HVAC.IsFrontDefrosterActive",
    initial_value=False,
    behaviors=[
        create_behavior(
            EventTrigger(EventType.ACTUATOR_TARGET), create_set_action("$event.value")
        )
    ],
)
```