## Program extends SProgram Scene myScene <- new Scene

## Scene extends SScene

## initializeEventListeners



declare procedure myFirstMethod

```
do in order
     (this ▼ performCustomSetup
     (this.camera) moveAndOrientToAGoodVantagePointOf (this.Alice)
     this ▼ setFogDensity =0.3 ▼
     this.Alice v turn LEFT v, ≡0.25 v
     this.Alice turn RIGHT, 50.5
     this.Alice ▼ turn LEFT ▼ , =0.25 ▼
     this.Alice ▼ say ∫ "Where am I?" ▼
     (this ▼ delay ≡0.25 ▼
     (this.Alice) ▼ say ∫("Hello?") ▼
     (this.whiteRabbit) ▼ moveToward (this.Alice) ▼ , ≦10.0 ▼
     (this.whiteRabbit) ▼ moveToward (this.Alice) ▼ , ≦0.5 ▼
     (this.whiteRabbit) say ("OH NO! OH NO!")
     (this.whiteRabbit) say ("I AM SO LATE")
     (this.whiteRabbit) ▼ moveToward (this.boulder) ▼ , ≡0.25 ▼
     (this.whiteRabbit) moveToward (this.Alice), 50.5
     (this.whiteRabbit) turn RIGHT , 54.0
     (this.whiteRabbit) ▼ moveAwayFrom (this.Alice) ▼ , ≡0.25
     (this.whiteRabbit) say / "I'M LATE! I'M LATE"
     this.Alice turnToFace this.whiteRabbit getRightEye
     (this.Alice) ▼ say ∫ "Oh! Hello there"
     (this.Alice) say fand who are you?"
     (this.whiteRabbit) v turnToFace (this.Alice) v
     (this.whiteRabbit) say f"I'M LATE! No time to say Hello! Goodbye! I'M LATE!
     (this.whiteRabbit) turnToFace (this.ancientTempleArch)
     (this.whiteRabbit) woveTo (this.ancientTempleArch)
     this.Alice turnToFace this
     (this.Alice) say ("How very strange...")
     (this.madHatter) say f"A very happy unbirthday! to you! to you"
     (this.Alice) turnToFace (this.madHatter)
     this.Alice say f"Who was that?"
     this.Alice waveToward this.diningTable v, 59.0 v
     (this.camera) www.moveAndOrientToAGoodVantagePointOf (this.Alice)
     (this.Alice) turnToFace (this.marchHare)
     (this.madHatter) say ("A VERYYYY HAPPY UNBI.")
     this madHatter V turnToFace this Alice V
```

```
Cthis.Alice V say ∫("Hello, was that you singing?"
      this.Alice turnToFace this.madHatter
      (this.madHatter) ▼ say ∫ "Well hello!" ▼
      (this.madHatter) say ("A very happy unbirthday")
      Cthis.Alice ▼ say ∫("to me?") ▼
      (this.marchHare) turnToFace (this.Alice)
      (this.marchHare) say f("To you!")
      (this.Alice) turnToFace (this.marchHare)
      (this.Alice | ▼ say ∫("Oh!")
      (this.Alice) say f"Thank you, but it isn't my bi...."
      (this.madHatter) say ("A VERYYY HAPPY UNBIRTHDA")
      (this.marchHare) turnToFace (this.madHatter)
      (this.marchHare) ▼ say ∫("Cake?")
      (this.madHatter) turnToFace (this.marchHare)
      this.madHatter say f"CAKE!"
      (this.Alice) say f"But it isn't my birthday"
     do together
          (this.madHatter) ▼ say ∫("EXACTLY") ▼
          (this.madHatter) ▼ say ∫("EXACTLY") ▼
      (this.marchHare) say f"It is your UN birthday!"
      (this.madHatter) say ("And what a happy UN birthday it is!")
      (this.Alice) moveToward (this.mushroom3) , 510.0
      (this.camera) www.moveAndOrientToAGoodVantagePointOf (this.Alice)
      (this.Alice say f"This place is so strange... "
SGround <- (new (SGround
                    (new | SCamera
SCamera <-
ChildPerson Alice <-
new ( ChildPerson ) resource: new ( ChildPersonResource
                                                      FEMALE, [
                                                                    new ( Color ) = 0.89, = 0.639, = 0.498, DAR
Bunny <- (new (Bunny)
AncientTempleArch <-
                                          (new \ AncientTempleArch \) resource: TTGOLD
AcaciaTree <- (new ( AcaciaTree )
AcaciaTree acaciaTree2 <- (new (AcaciaTree)
AcaciaTree acaciaTree3 <- (new AcaciaTree)
AncientTempleTreeStump <- (new AncientTempleTreeStump)
AcaciaTree acaciaTree4 <- (new AcaciaTree)
```

uno.maariattor

```
new AncientTempleBlock resource: SHELF_RED
AncientTempleBlock <--
                                (new AncientTempleIvy
AncientTempleIvy <--
                       (new \ BaobabTree
BaobabTree <-
Boulder <- (new Boulder
                              resource: BOULDER2 GRAY
                       Boulder
                               resource: BOULDER2_RED
Boulder boulder 2 <-
                                        resource: CLUB_PINE
                             DiningTable
DiningTable <-
Cake cake <- (new Cake
                        resource: BIRTHDAY
                        new CheshireCat
                                         resource: DEFAULT
CheshireCat <-
                       Boulder
                               resource: BOULDER1 GRAY
Boulder boulder 3 <-
                       Boulder
                               resource: BOULDER1 BROWN
Boulder boulder 4 <-
                       Boulder
                               resource: BOULDER1 GRAY
Boulder boulder 5 <-
                       Boulder
                               resource: BOULDER2_BROWN
Boulder boulder 6 <-
                       Boulder
                               resource: BOULDER2 GRAY
Boulder boulder 7 <-
                                (new GrandfatherClock)
GrandfatherClock > grandfatherClock <-
                          Mushroom
                                     resource: TALL_RED
Mushroom /-
                           Mushroom
                                      resource:
                                                TALL_WHITE
Mushroom mushroom 2 <-
                            Mushroom
                                      resource: SHORT_WHITE
Mushroom mushroom3 <-
                            Mushroom
                                      resource: Tall RED
Mushroom mushroom4 <-
                            Mushroom
                                      resource:
                                               1 TALL_WHITE
Mushroom mushroom 5 <-
                                               TALL_RED
                            Mushroom
                                      resource:
Mushroom mushroom6 <-
                            Mushroom
                                                 TALL_WHITE
Mushroom mushroom 7 <--
                            Mushroom
                                      resource:
                                               TALL RED
Mushroom mushroom8 <-
                            Mushroom
                       new
                                      resource:
                                                 TALL_WHITE
Mushroom mushroom9 <-
                            Mushroom
                                       resource:
                                                SHORT_RED
Mushroom mushroom 10 <-
MarchHare <- (new ( MarchHare )
MadHatter >- (new (MadHatter)
                       (new \ WhiteRabbit
WhiteRabbit >whiteRabbit <-
Chair <- (new Chair)
                        resource: CLUB_DARK_WOOD
Chair chair <- (new Chair
                        resource: CLUB_GREEN
declare procedure performCustomSetup
do in order
    //Make adjustments to the starting scene, in a way not available in the Scene editor
```