



Program *extends* SProgram

 myScene <- 

Scene *extends* SScene

initializeEventListeners

 **addSceneActivationListener**

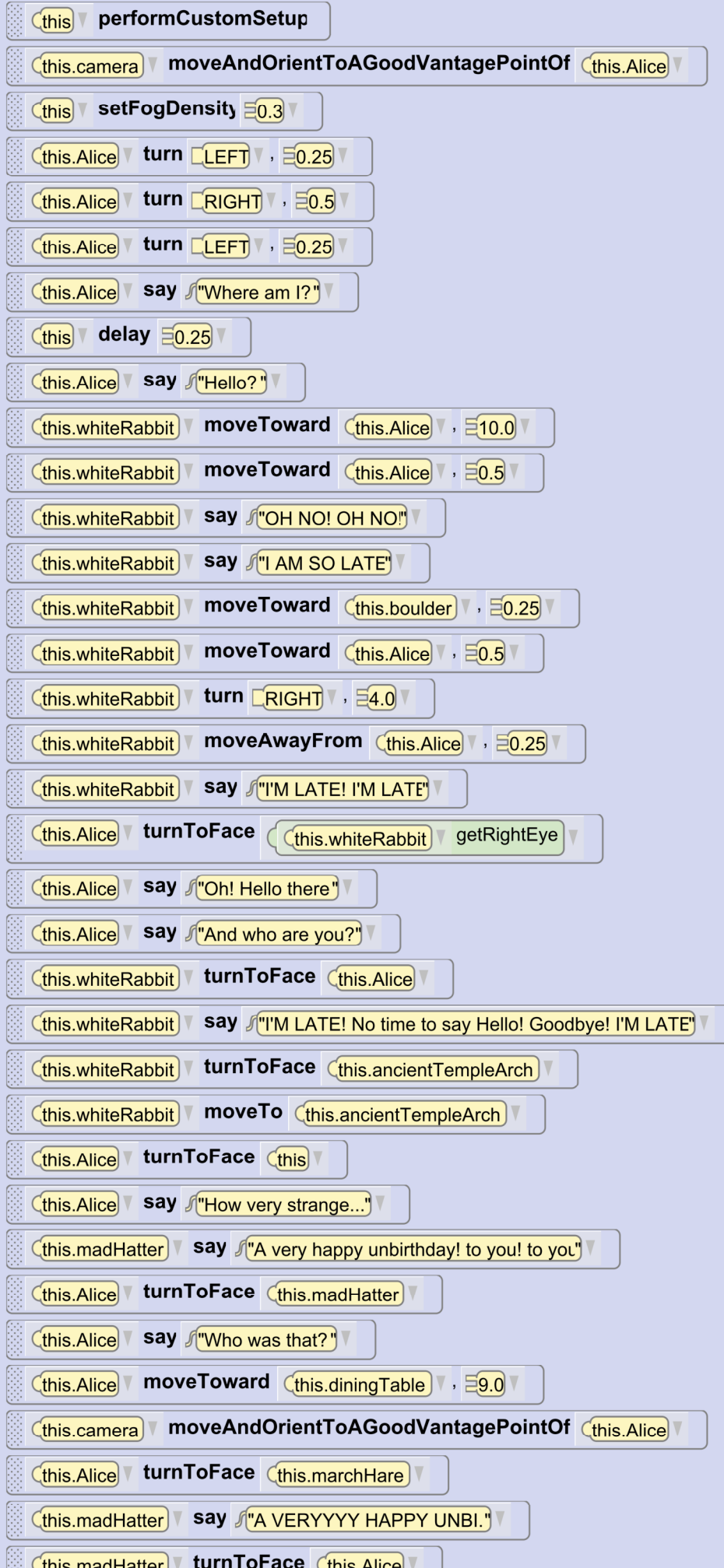
declare procedure **sceneActivated**

do in order

 **myFirstMethod**

declare procedure **myFirstMethod**

do in order



```

this.madHatter say "Hello, was that you singing? "
this.Alice say "Hello, was that you singing? "
this.Alice turnToFace this.madHatter
this.madHatter say "Well hello!"
this.madHatter say "A very happy unbirthday"
this.Alice say "to me?"
this.marchHare turnToFace this.Alice
this.marchHare say "To you!"
this.Alice turnToFace this.marchHare
this.Alice say "Oh!"
this.Alice say "Thank you, but it isn't my bi..."
this.madHatter say "A VEEYEE HAPPEE UNBIRTHDA"
this.marchHare turnToFace this.madHatter
this.marchHare say "Cake?"
this.madHatter turnToFace this.marchHare
this.madHatter say "CAKE!"
this.Alice say "But it isn't my birthday"
do together
  this.madHatter say "EXACTLY"
  this.madHatter say "EXACTLY"
this.marchHare say "It is your UN birthday!"
this.madHatter say "And what a happy UN birthday it is!"
this.Alice moveToward this.mushroom3, 10.0
this.camera moveAndOrientToAGoodVantagePointOf this.Alice
this.Alice say "This place is so strange..."

```

```

SGround ground <- new SGround
SCamera camera <- new SCamera
ChildPerson Alice <-
new ChildPerson resource: new ChildPersonResource FEMALE, new Color 0.89, 0.639, 0.498, DAR
Bunny bunny <- new Bunny
AncientTempleArch ancientTempleArch <- new AncientTempleArch resource: GOLD
AcaciaTree acaciaTree <- new AcaciaTree
AcaciaTree acaciaTree2 <- new AcaciaTree
AcaciaTree acaciaTree3 <- new AcaciaTree
AncientTempleTreeStump ancientTempleTreeStump <- new AncientTempleTreeStump
AcaciaTree acaciaTree4 <- new AcaciaTree

```

```

AncientTempleBlock ancientTempleBlock <- new AncientTempleBlock resource:  SHELF_RED
AncientTempleIvy ancientTempleIvy <- new AncientTempleIvy
BaobabTree baobabTree <- new BaobabTree
Boulder boulder <- new Boulder resource:  BOULDER2_GRAY
Boulder boulder2 <- new Boulder resource:  BOULDER2_RED
DiningTable diningTable <- new DiningTable resource:  CLUB_PINE
Cake cake <- new Cake resource:  BIRTHDAY
CheshireCat cheshireCat <- new CheshireCat resource:  DEFAULT
Boulder boulder3 <- new Boulder resource:  BOULDER1_GRAY
Boulder boulder4 <- new Boulder resource:  BOULDER1_BROWN
Boulder boulder5 <- new Boulder resource:  BOULDER1_GRAY
Boulder boulder6 <- new Boulder resource:  BOULDER2_BROWN
Boulder boulder7 <- new Boulder resource:  BOULDER2_GRAY
GrandfatherClock grandfatherClock <- new GrandfatherClock
Mushroom mushroom <- new Mushroom resource:  TALL_RED
Mushroom mushroom2 <- new Mushroom resource:  TALL_WHITE
Mushroom mushroom3 <- new Mushroom resource:  SHORT_WHITE
Mushroom mushroom4 <- new Mushroom resource:  TALL_RED
Mushroom mushroom5 <- new Mushroom resource:  TALL_WHITE
Mushroom mushroom6 <- new Mushroom resource:  TALL_RED
Mushroom mushroom7 <- new Mushroom resource:  TALL_WHITE
Mushroom mushroom8 <- new Mushroom resource:  TALL_RED
Mushroom mushroom9 <- new Mushroom resource:  TALL_WHITE
Mushroom mushroom10 <- new Mushroom resource:  SHORT_RED
MarchHare marchHare <- new MarchHare
MadHatter madHatter <- new MadHatter
WhiteRabbit whiteRabbit <- new WhiteRabbit
Chair chair <- new Chair resource:  CLUB_DARK_WOOD
Chair chair3 <- 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
```