

4H Programming

```
#fly
```

```
const magik = magikcraft.io;
```

```
function main() {  
    magik.volare();  
    magik.dixit('Fly!');
```

```
#mc (magic carpet)
```

```
const magik = magikcraft.io
```

```
function main() {  
    magik.declaro('elytra');  
}
```

4H Programming

```
#el (massive explosion and lightening)
-----
const magik = magikcraft.io;

function main() {

  const Material = magik.type('Material');
  const world = magik.getSender().getWorld();
  function p5() {
    const x0 = looking.getX();
    const y0 = looking.getY();
    const z0 = looking.getZ();

    function blast(X,Z, Y) {
      const looking = magik.aspecto();

      const location = looking;
      location.setX(X);
      location.setZ(Z);

      world.strikeLightning(location);
      let b = world.getBlockAt(location);
      while(b.getType().equals(Material.AIR)){
        Y--;
        location.setY(Y);
        b = location.getBlock();
      }
      world.getBlockAt(location).setType(Material.OBSIDIAN);
    }

    const r = 8;

    const items = 40;
    for(let i = 0; i < items; i++) {
      const x = x0 + r * Math.cos(2 * Math.PI * i / items);
      const z = z0 + r * Math.sin(2 * Math.PI * i / items);
      blast(x,z,y0);
    }
  }
}
```

4H Programming

(el, page 2)

```
function blast() {  
    const looking = magik.aspecto();  
    const X = looking.getX();  
    const Y = looking.getY();  
    const Z = looking.getZ();  
    const location = looking;  
    location.setX(X + Math.random() * 10 - 5);  
    location.setZ(Z + Math.random() * 10 - 5);  
    world.strikeLightning(location);  
    world.createExplosion(looking,4);  
}
```

```
magik.doNTimes(() => {  
    magik.doNTimes(() => {  
        magik.doNTimes(() => {blast()}, 15, 500)},  
        15)},  
    15, p5);  
}
```
