

Agents

- create (s)
- create (s) do
- delete
- delete everyone
- delete agent
- scatter
- scatter everyone
- take camera
- me
- my parent

Traits

- my
- set my to
- of
- color: red green
- color:
- built-in shape:

Movement

- forward
- backwards
- left by degs
- right by degs
- up
- down
- face towards

Detection

- on collision with do
- collidee
- count within
- count within with =
- nearest within
- nearest within with =

Lists

- list of data
- splice into at beginning
- contains data
- Insert data into at beginning
- get data in
- length of

Variables

- var: name data is
- set to
- value of

Environment

- clear terrain
- stamp
- stamp grid
- pen down
- terrain color
- clock
- set clock to
- world trait:
- set world to
- The World

Math

- pi
- random
- + - x /
- remainder of /
- sin
- arcsin
- sqrt
- log
- ln
- power
- larger of and
- round to
- abs

Interface

- when pushed
- while toggled
- toggle to on for
- hide
- show
- set data box to
- data box
- set label to
- label
- slider value
- Add data to line graph x-axis: y-axis:
- clear line graph
- Update bar graph
- Add entry to table undefined: undefi
- clear table

Keyboard

- key held?
- key typed?

Sound

- play sound
- play record delete

Logic

- if
- if
- else
- while do
- repeat times
- yield
- =
- not
- !=
- <
- >
- <=
- >=
- and
- or

Procedures

- procedure: name
- add parameter
- return nothing
- call:
- call:
- parameter
- return-early nothing