A lamp is Lit on "

bedroom = Room onelamp = Lamp onelutlet = Outlet

tirnOnlight()

priceDistance

onelamp = playin(Onelutlet)

oneOutlet = registerLampondamp)

oneLamp = Dn()

liton == true

"Light is on."

bedroom = Room

onelamp: lamp

liton == false "light is off."

one Outlet: Outlet

A switch is turned on.

