

The screenshot displays the Alice 3.4.0 software interface. The main window shows a 3D scene of an underwater environment with various fish, a submarine, a treasure chest, and a cave. The scene is titled "Scene" and includes a "Run..." button. The script editor on the right shows a procedure named "myFirstMethod" with the following code:

```
declare procedure myFirstMethod
do in order
  (this.blueTang say hello add detail)
  (this.clownFish say hello add detail)
  (this.blueTang say psinesai gia volta? add detail)
  (this.clownFish think autos mallon me flertare! add detail)
  (this.clownFish say giati oxi add detail)
  (this.clownFish delay 1.0)
  (this.blueTang moveToward this.clownFish, 2.0 add detail)
  (this.blueTang turn RIGHT, 0.25 add detail)
  (this.clownFish say EE PERIMENE add detail)
  (this.clownFish turn LEFT, 0.25 add detail)
  (this.clownFish moveAndOrientTo this.cave add detail)
  (this.blueTang say OX add detail)
  (this.clownFish say OX add detail)
  (this.blueTang moveAndOrientTo this.cave add detail)
```

The console at the bottom left shows the text "his.submarine".