


Alice 3.7 C:\Users\penel\Documents\ALICE\ALICE\MyProjects\SNOW ver 2.a3p

File Edit Project Run Window Help



Run... Setup Scene

Scene initializeEventListeners myFirstMethod

```

declare procedure myFirstMethod
do in order
do together
  (this.teenPerson say /"Έγεία σου, τι κάνεις?"/, duration =2.0 add detail |
  (this.teenPerson moveToward (this.teenPerson2 |, =2.0 add detail |
do together
  (this.teenPerson2 say /"Μια χαρά εσύ?"/, duration =2.0 add detail |
  (this.teenPerson2 moveToward (this.teenPerson |, =4.0 add detail |
  (this.teenPerson2 say /"Κάνει κρύο, Πάμε για καφέ?"/, duration =2.0 add detail |
  TString /:answer ← (this.teenPerson getStringFromUser /"Θωραε απάντηση"/) |
if /:answer contentEquals ("NA") is true then
  (this.teenPerson2 say /"Όποια... πάμε"/, add detail |
  (this.teenPerson turn [LEFT], =0.25 add detail |
  (this.teenPerson moveToward (this.nordicHouse |, =2.0 add detail |
  (this.teenPerson2 turn [RIGHT], =0.25 add detail |
  (this.teenPerson2 moveToward (this.nordicHouse |, =2.0 add detail |
  (this.textModel setOpacity =1.0 add detail |
  (this.snowWoman turn [RIGHT], =0.25 add detail |
  (this.snowMan turn [LEFT], =0.25 add detail |
  (this.dalmatian say /"Γαβ γαβ γαβ"/, add detail |
  (this.dalmatian turn [LEFT], =0.25 add detail |
  (this.dalmatian moveTo (this.disc |, duration =0.25 |, animationStyle [BEGIN_AND_END_GENTLY] add detail |
  (this.gopher move [UP], =0.5 add detail |
else
  (this.teenPerson2 say /"Κρίμα..."/, textScale =2.0 add detail |
  (this.teenPerson2 turn [RIGHT], =0.5 add detail |
  (this.teenPerson2 move [FORWARD], =100.0 add detail |

```

Procedures Functions

group by category

TextModel's Editable Procedures (0)

text

- (this.textModel setValue text / ???
- (this.textModel append value: ???
- (this.textModel delete start: ???, end: ???
- (this.textModel deleteCharAt index: ???
- (this.textModel insert offset: ???, value: ???
- (this.textModel replace start: ???, end: ???, s: / ???
- (this.textModel setCharAt index: ???, c: ???

say, think

- (this.textModel say text / ???
- (this.textModel think text / ???

do in order

- count
- while
- for each in
- if
- do together
- each in
- together
- variable
- assign
- comment