



Run...

Setup Scene

this.snowMan

Procedures Functions

group by category

SnowMan's Editable Procedures (0)

Biped's Editable Procedures (0)

say, think

this.snowMan say text

this.snowMan think text

position

this.snowMan move direction: , amount

this.snowMan moveToward target: , amount

this.snowMan moveAwayFrom target: , amount

this.snowMan moveTo target:

this.snowMan place spatialRelation: , target

orientation

this.snowMan turn direction: , amount

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

WholeNumber a ← this.snowMan.getIntegerFromUser a=

WholeNumber b ← this.snowMan.getIntegerFromUser b=

WholeNumber pahar ← 0

pahar ← a

a ← b

b ← pahar

this.snowMan say "Noul a este" + a add detail

this.snowMan say "Noul b este" + b add detail

do in order count while for each in if do together each in together variable... assign //comment