

Given below are the condition possibilities for an if statement

if **true** is true then

- true** (current value)
- true**
- false**
- nextRandomBoolean
- NOT **true**
- NOT ???
- BOTH **true** AND ???
- EITHER **true** OR ???
- BOTH ??? AND ???
- EITHER ??? OR ???
- Relational (DecimalNumber) { ==, !=, <, <=, >=, > }
- Relational (WholeNumber) { ==, !=, <, <=, >=, > }
- Relational (SThing) { ==, != }
- Relational (MoveDirection) { ==, != }
- Relational (TurnDirection) { ==, != }
- Relational (RollDirection) { ==, != }
- Relational (Key) { ==, != }
- Relational (Color) { ==, != }
- Relational (Paint) { ==, != }
- TextString Comparison

Expanded boxes show:


- Comparison operators: ??? < ???, ??? <= ???, ??? > ???, ??? >= ???, ??? == ???, ??? != ???
- Equality operators: ??? == ???, ??? != ???
- Text comparison operators: ??? contentEquals ???, ??? equalsIgnoreCase ???, ??? startsWith ???, ??? endsWith ???, ??? contains ???

Below are the tiles at the bottom of a **procedure**

do in order count _ while _ for each in _ if _ do together each in _ together

variable... assign //comment




Given below are the panda procedures and panda Properties on the bottom right.

 **this.panda**

Procedures **Functions**

group by category ▼

Panda 's Editable Procedures (3)

-  **this.panda** standingPose
-  **this.panda** sleepingPose
-  **this.panda** crawlingPose

Biped 's Editable Procedures (0)

say, think

- this.panda** say text: ???
- this.panda** think text: ???

position

- this.panda** move direction: ???, amount: ???
- this.panda** moveToward target: ???, amount: ???
- this.panda** moveAwayFrom target: ???, amount: ???
- this.panda** moveTo target: ???
- this.panda** place spatialRelation: ???, target: ???

orientation

- this.panda** turn direction: ???, amount: ???
- this.panda** roll direction: ???, amount: ???
- this.panda** turnToFace target: ???
- this.panda** orientTo target: ???
- this.panda** orientToUpright
- this.panda** pointAt target: ???

position & orientation

- this.panda** moveAndOrientTo target: ???

size

- this.panda** setWidth width: ???
- this.panda** setHeight height: ???
- this.panda** setDepth depth: ???
- this.panda** resize factor: ???
- this.panda** resizeWidth factor: ???
- this.panda** resizeHeight factor: ???
- this.panda** resizeDepth factor: ???

appearance

- this.panda** setPaint paint: ???
- this.panda** setOpacity opacity: ???

vehicle

- this.panda** setVehicle vehicle: ???

audio

- this.panda** playAudio audioSource: ???

timing

- this.panda** delay duration: ???

other

- this.panda** straightenOutJoints

 **this.panda**

one shots ▼

this.panda's Properties

Panda panda ← new Panda

Paint = ☐ WHITE

Opacity = 1.0

Vehicle = this


Position = (x: -1.00, y: 1.73, z: -0.10)

Size = Width: 0.75, Height: 1.15, Depth: 0.53

Show Joints: ☐

Reset



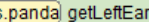


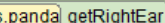


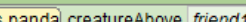

Given below are the panda functions.

 **this.panda**

Procedures **Functions**

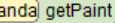

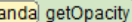
group by category ▼

Panda's Editable Functions (3)


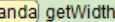

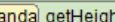

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Biped's Editable Functions (0)


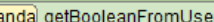
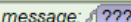

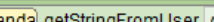


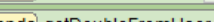
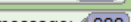

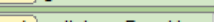
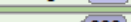
appearance

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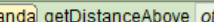


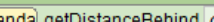


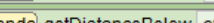


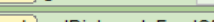

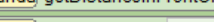

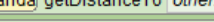


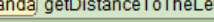


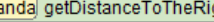

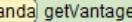

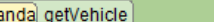

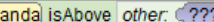

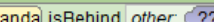

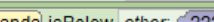


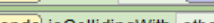

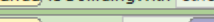


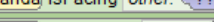


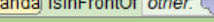


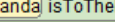
size

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