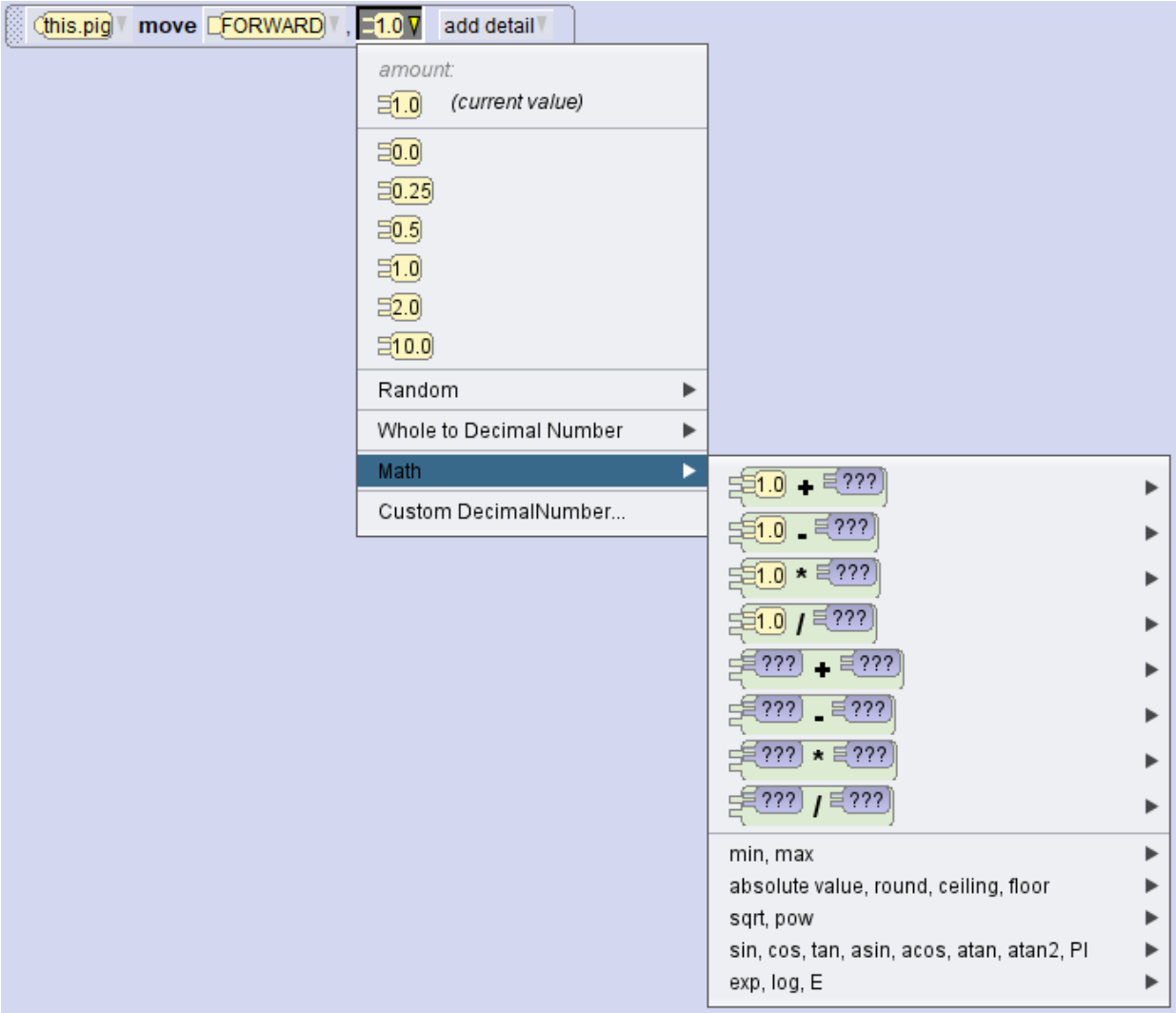
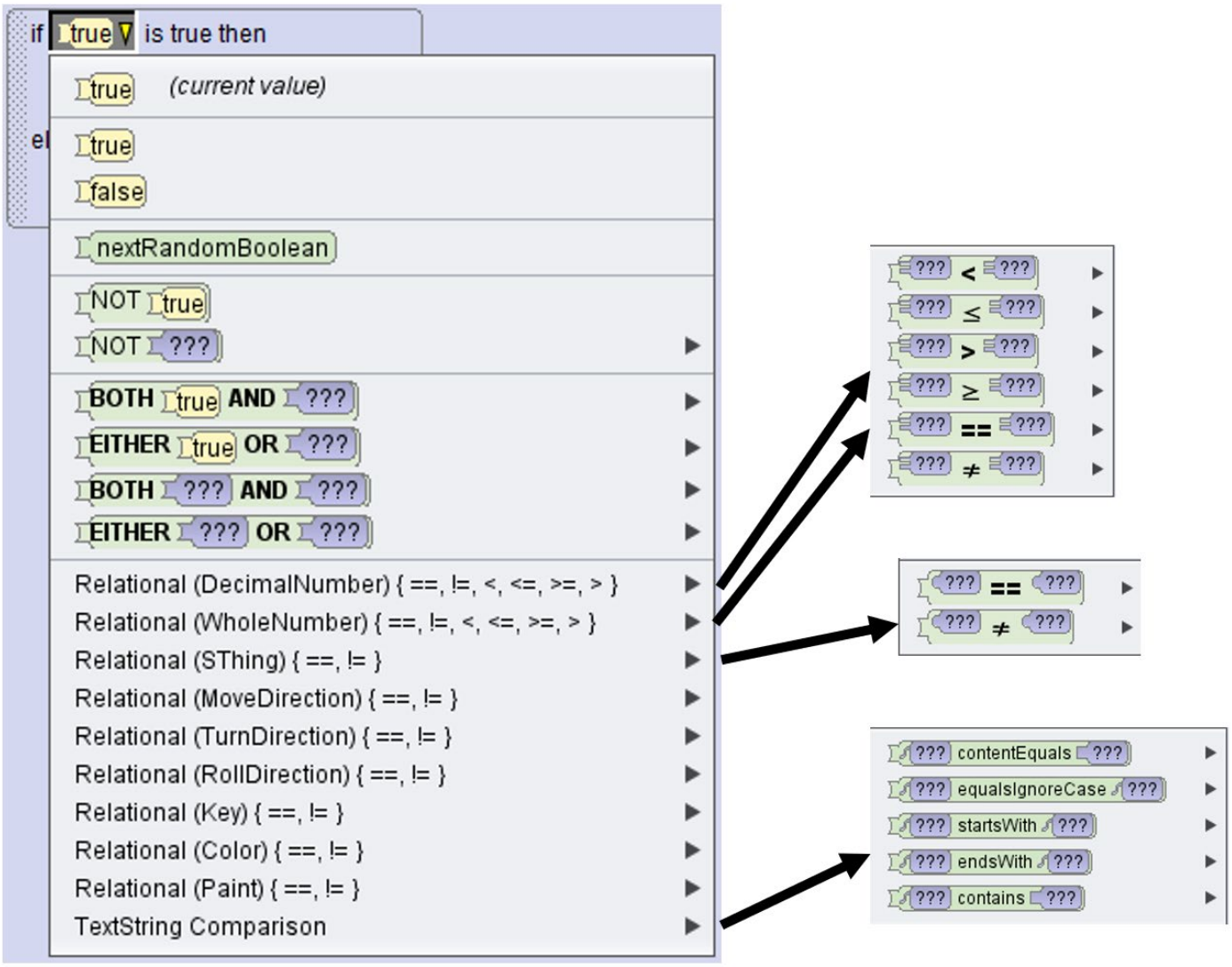
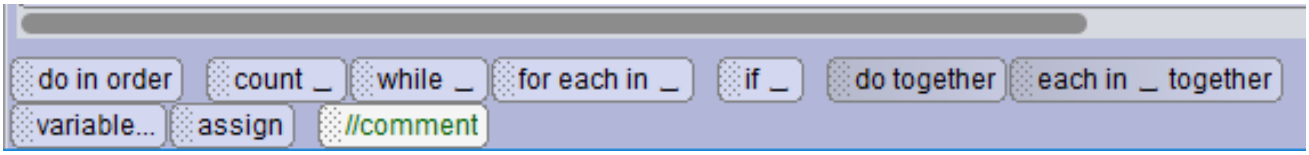
Math


this.pig
move
FORWARD
1.0
add detail
amount:
1.0
(current value)
0.0
0.25
0.5
1.0
2.0
10.0
Random
Whole to Decimal Number
Math
Custom DecimalNumber...
1.0 + ???
1.0 - ???
1.0 * ???
1.0 / ???
??? + ???
??? - ???
??? * ???
??? / ???
min, max
absolute value, round, ceiling, floor
sqrt, pow
sin, cos, tan, asin, acos, atan, atan2, PI
exp, log, E

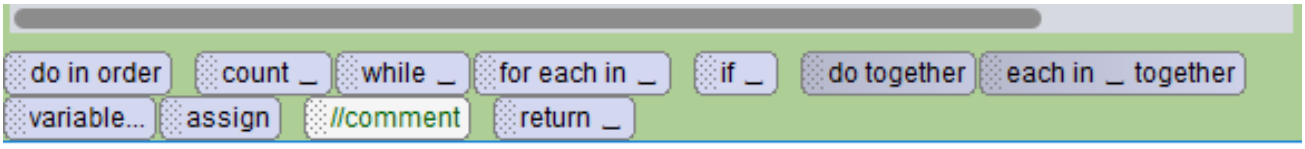
Given below are the condition possibilities for an if statement



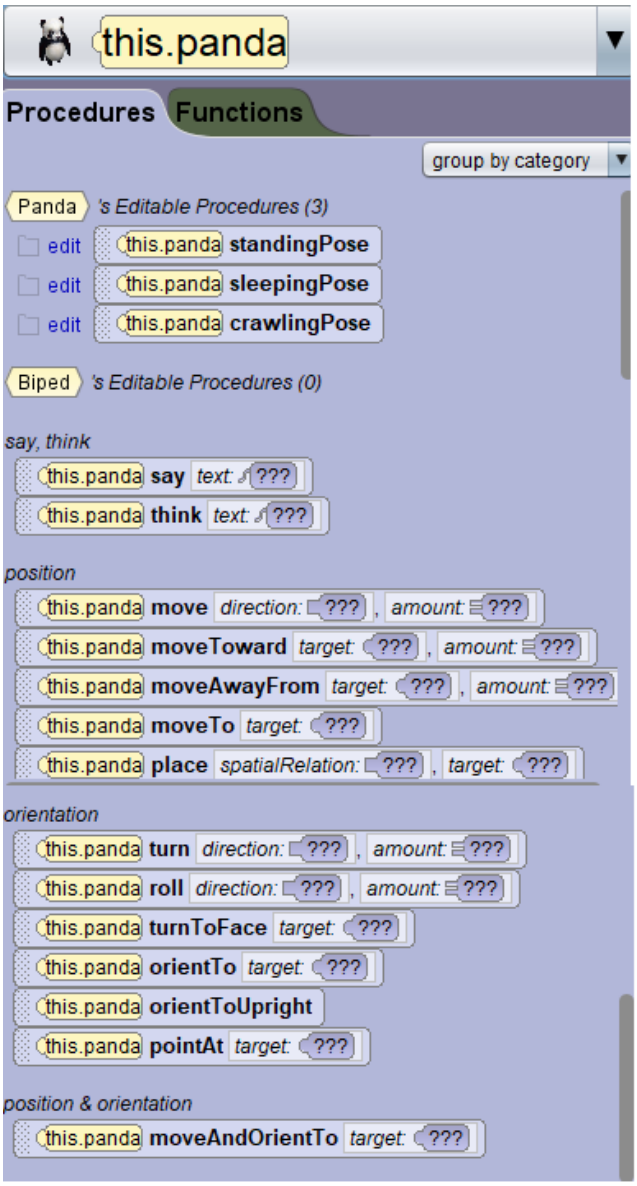
Below are the tiles at the bottom of a **procedure**

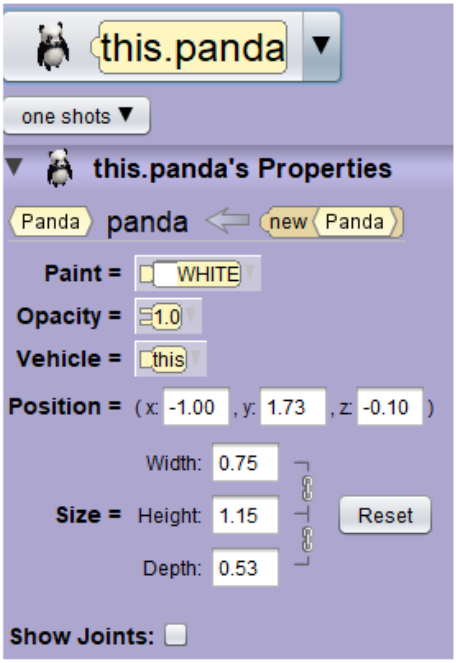


Below are the tiles at the bottom of a **function**



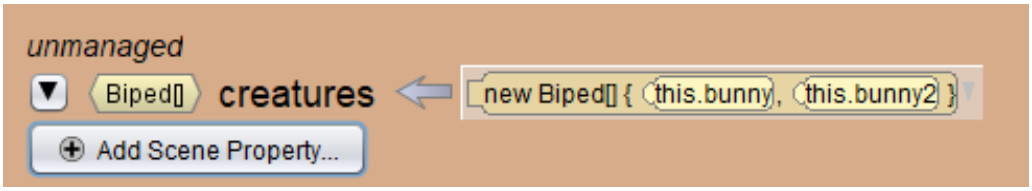
Given below are the panda procedures and panda Properties on the bottom right.

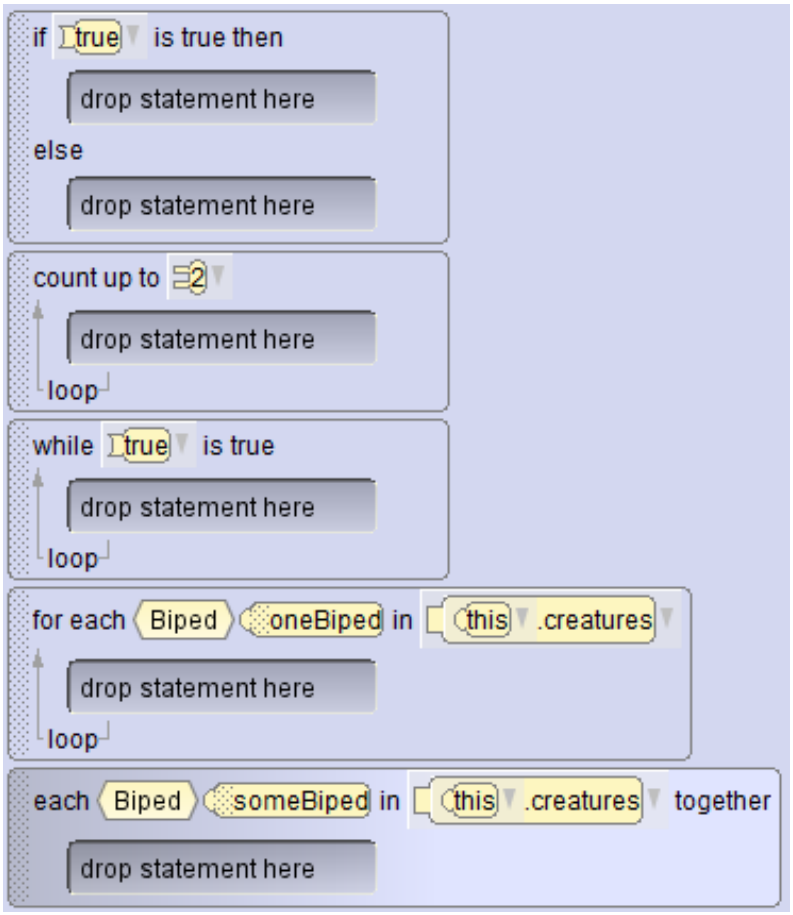




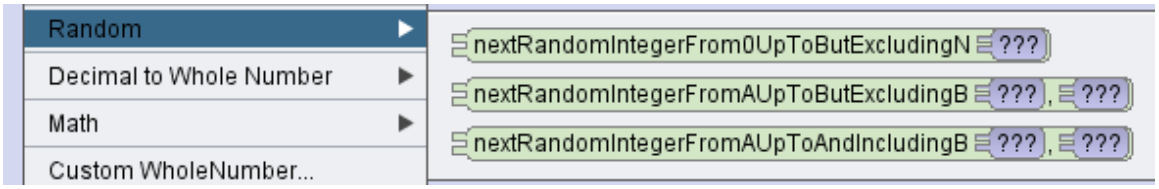
Given below are the panda functions.

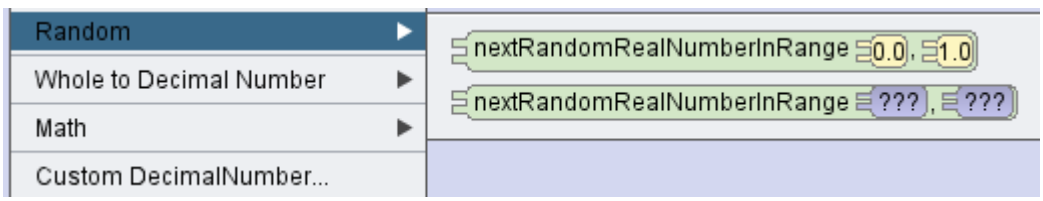
If, loops, and creating an array element.



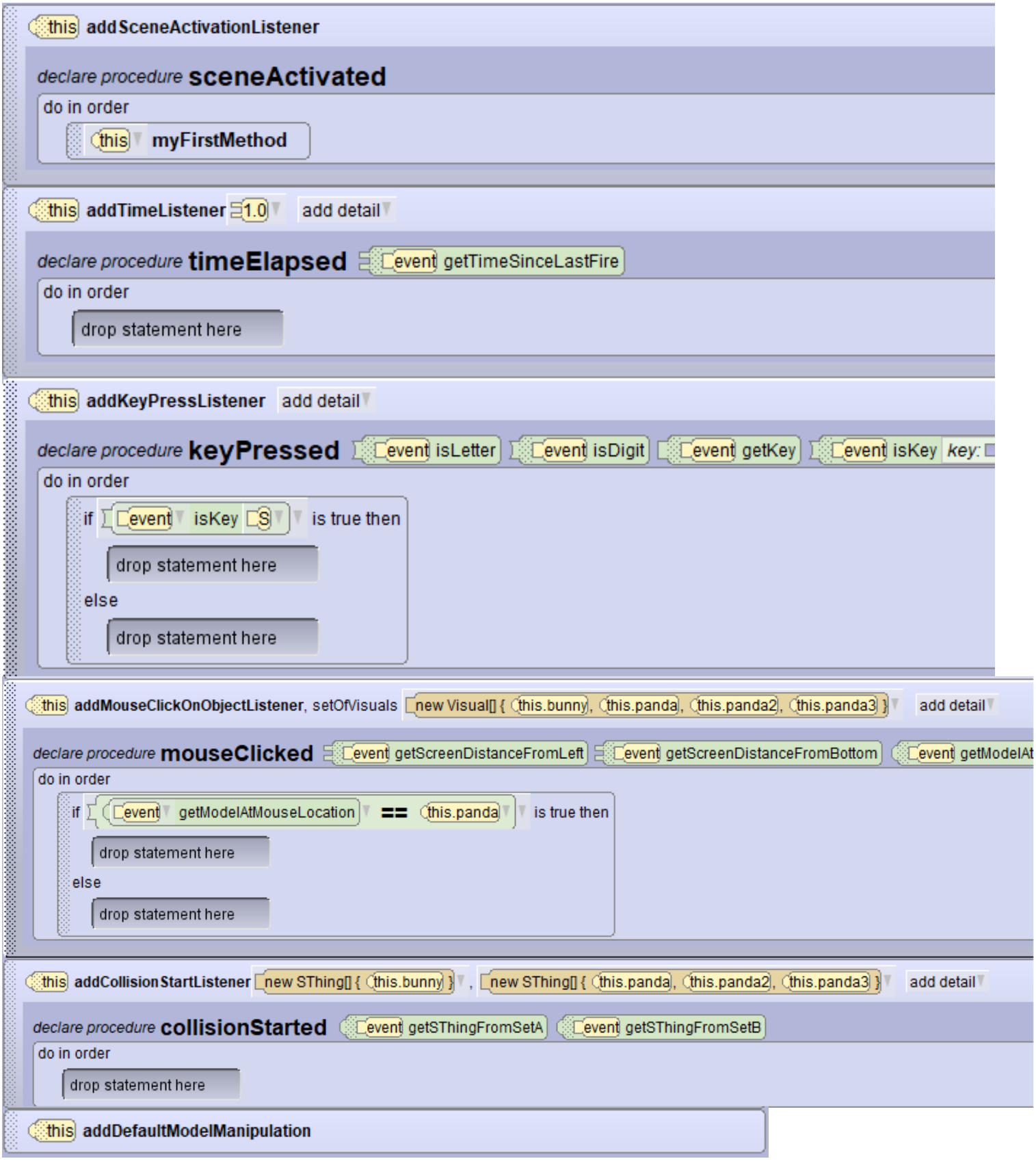


Random Integer and Decimal Numbers





Events


this addSceneActivationListener
declare procedure sceneActivated
do in order
this myFirstMethod
this addTimeListener 1.0 add detail
declare procedure timeElapsed event getTimeSinceLastFire
do in order
drop statement here
this addKeyPressListener add detail
declare procedure keyPressed event isLetter event isDigit event getKey event isKey key:
do in order
if event isKey S is true then
drop statement here
else
drop statement here
this addMouseClickOnObjectListener, setOfVisuals new Visual[] { this.bunny, this.panda, this.panda2, this.panda3 } add detail
declare procedure mouseClicked event getScreenDistanceFromLeft event getScreenDistanceFromBottom event getModelAt
do in order
if event getModelAtMouseLocation == this.panda is true then
drop statement here
else
drop statement here
this addCollisionStartListener new SThing[] { this.bunny } , new SThing[] { this.panda, this.panda2, this.panda3 } add detail
declare procedure collisionStarted event getSThingFromSetA event getSThingFromSetB
do in order
drop statement here
this addDefaultModelManipulation