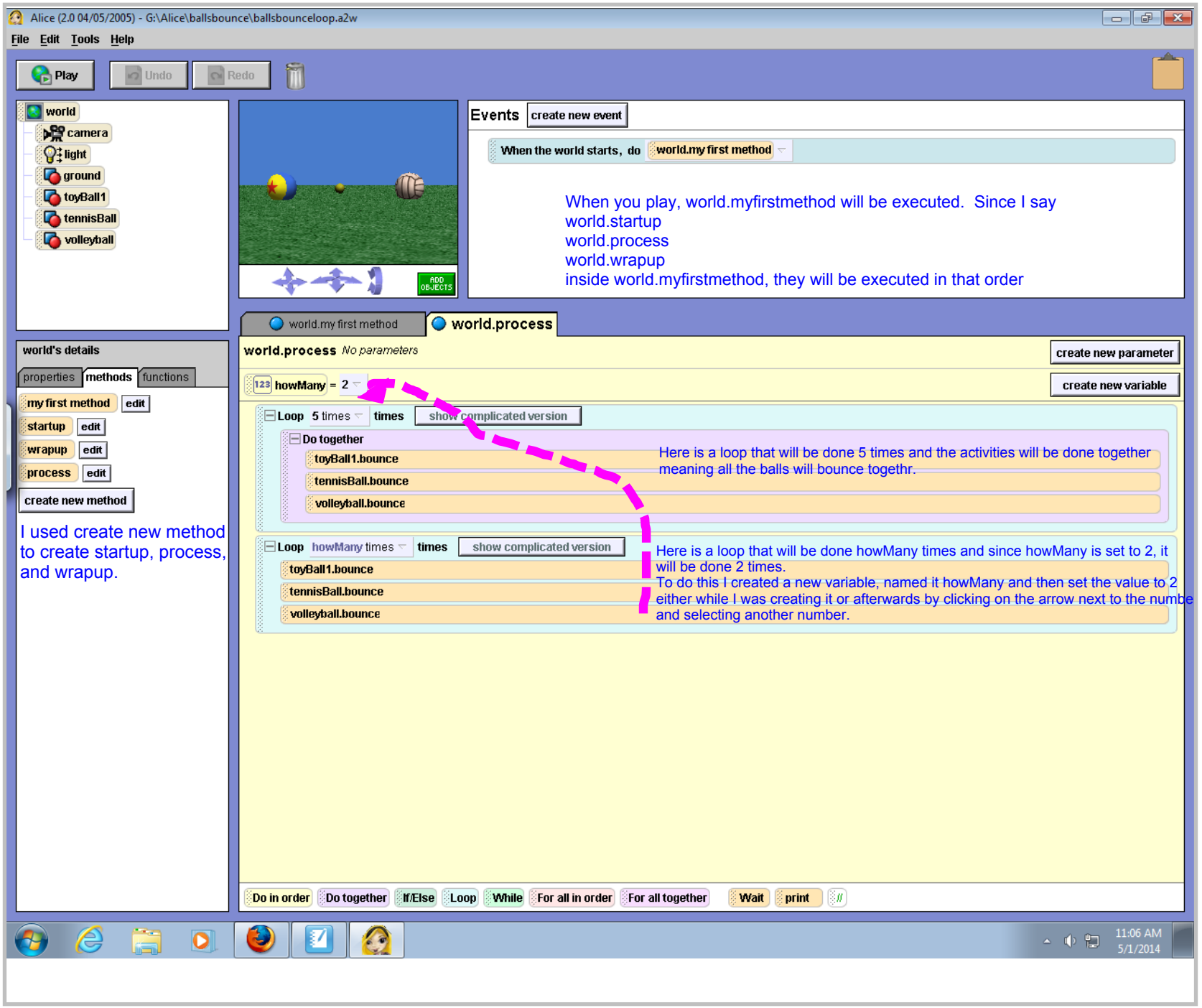
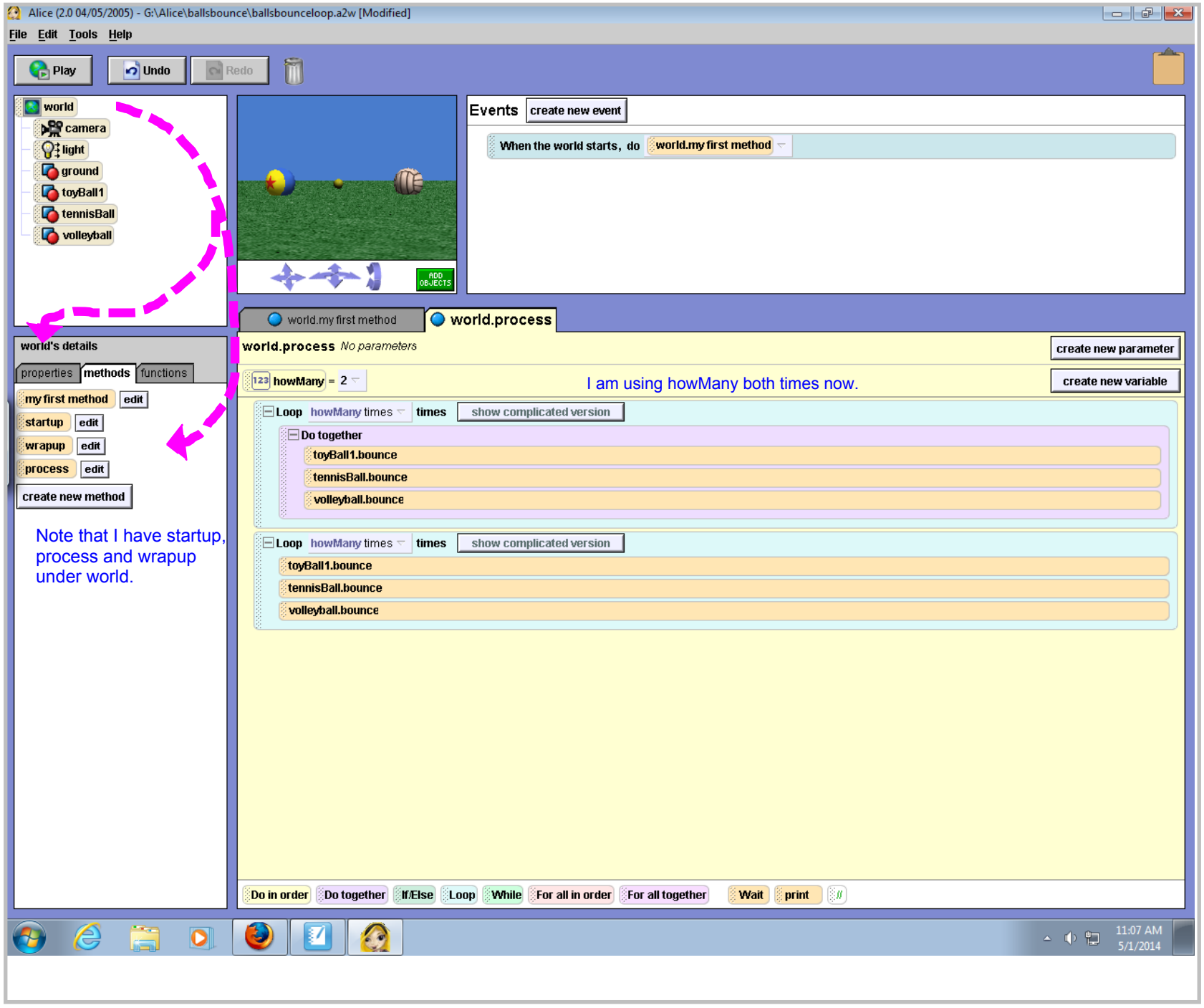
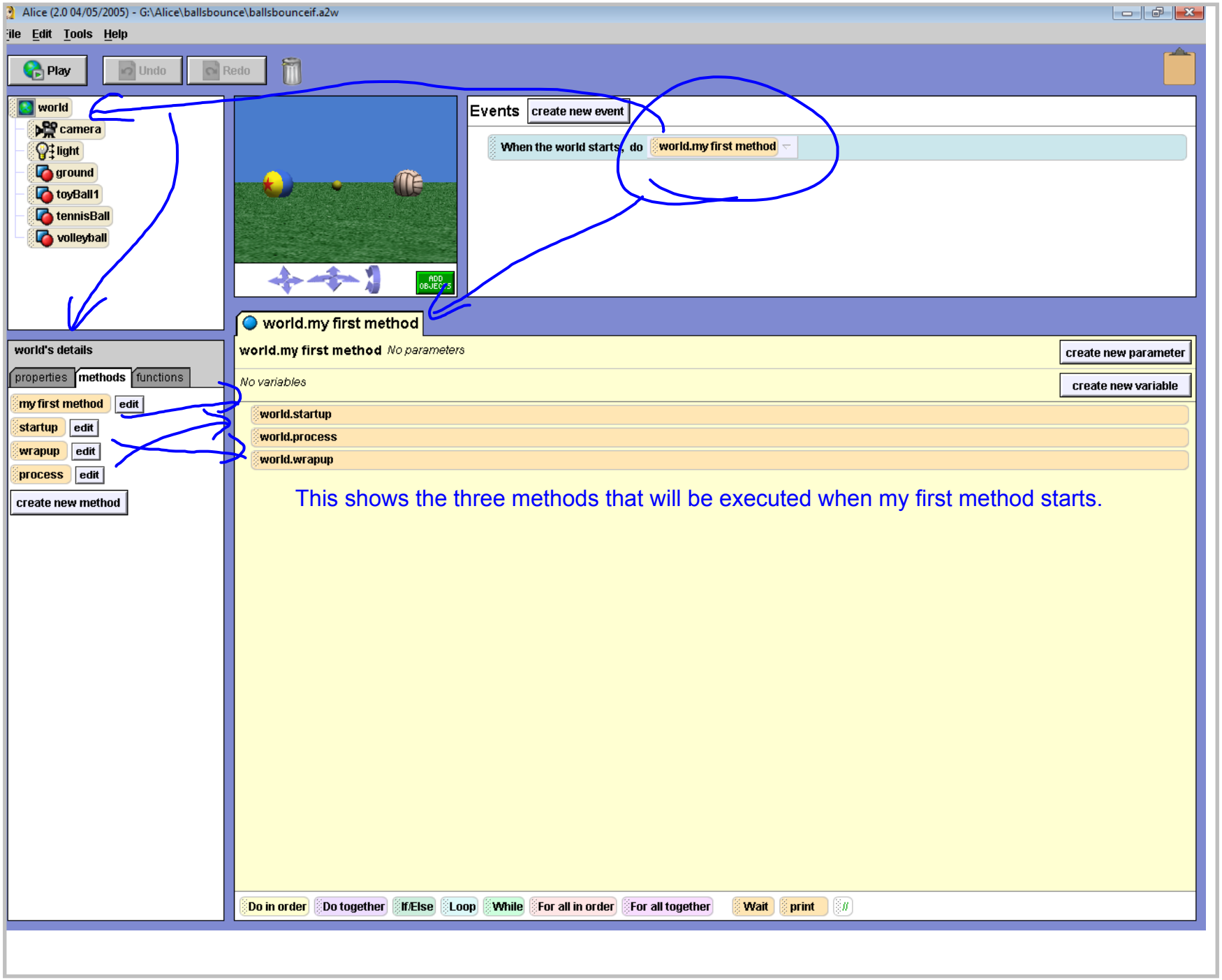
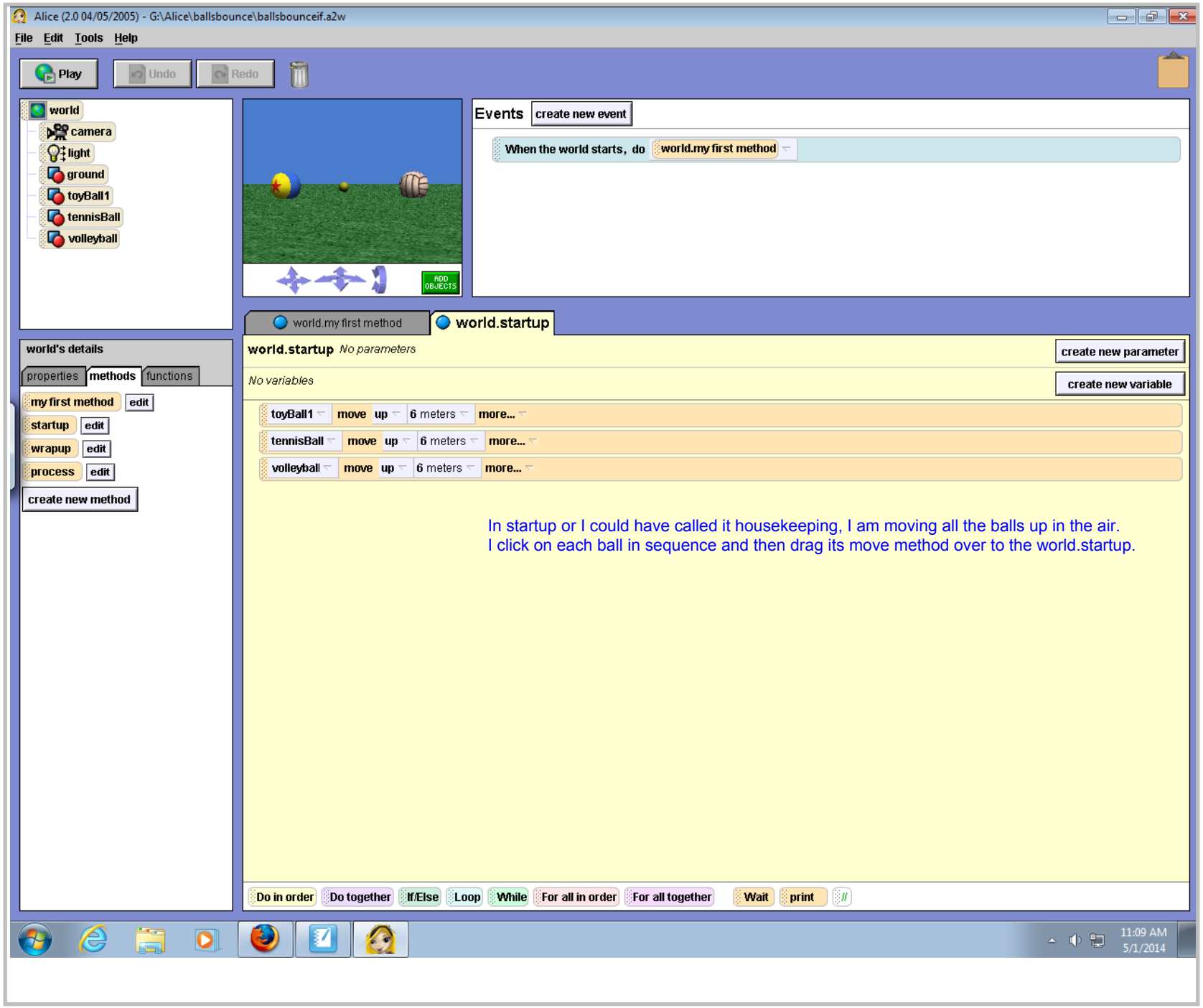
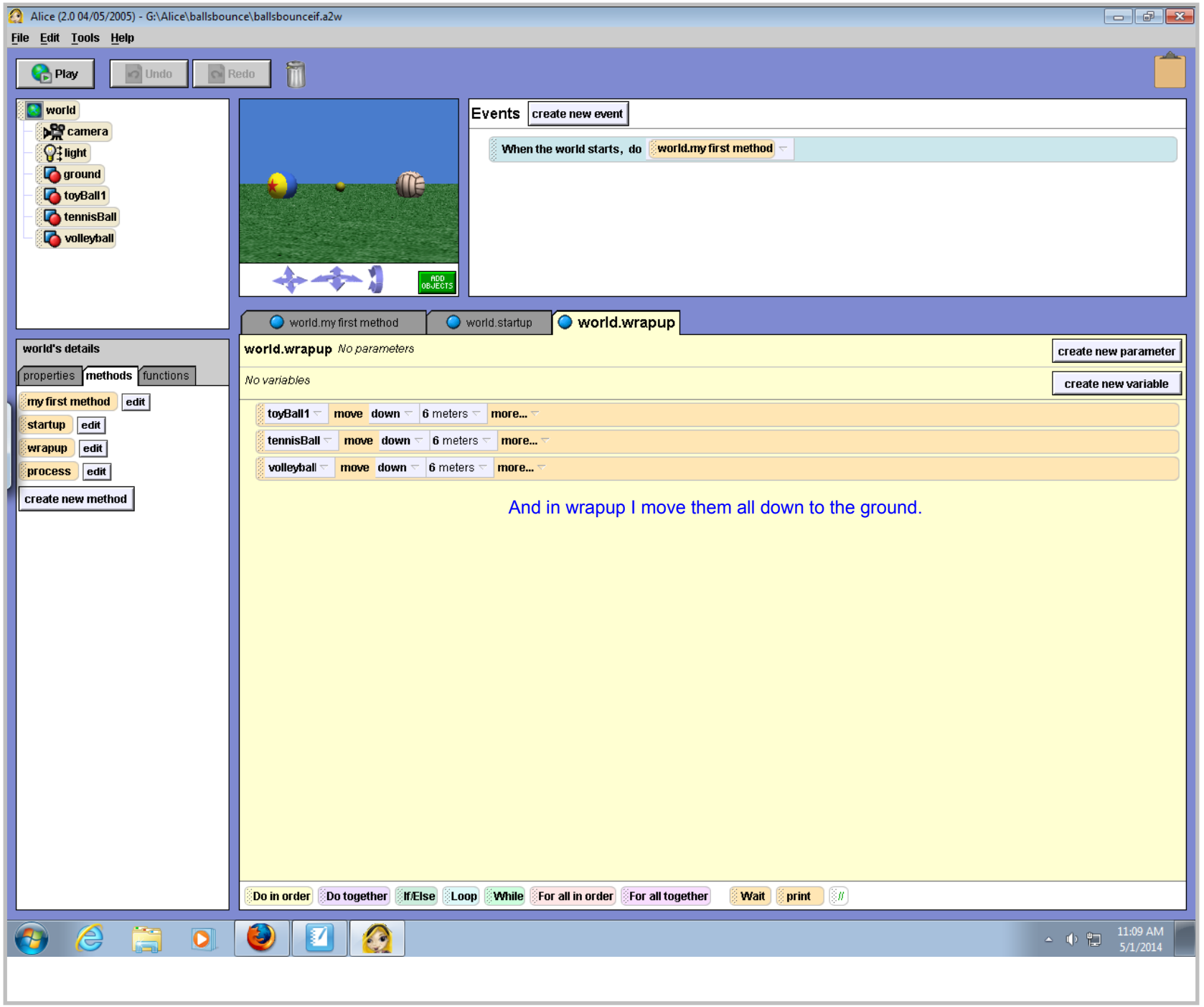

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceloop.a2w
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
When you play, world.myfirstmethod will be executed. Since I say
world.startup
world.process
world.wrapup
inside world.myfirstmethod, they will be executed in that order
world.my first method
world.process
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
I used create new method to create startup, process, and wrapup.
world.process No parameters
create new parameter
howMany = 2
create new variable
Loop 5 times times
show complicated version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Here is a loop that will be done 5 times and the activities will be done together meaning all the balls will bounce togethr.
Loop howMany times times
show complicated version
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Here is a loop that will be done howMany times and since howMany is set to 2, it will be done 2 times.
To do this I created a new variable, named it howMany and then set the value to 2 either while I was creating it or afterwards by clicking on the arrow next to the numbe and selecting another number.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:06 AM
5/1/2014

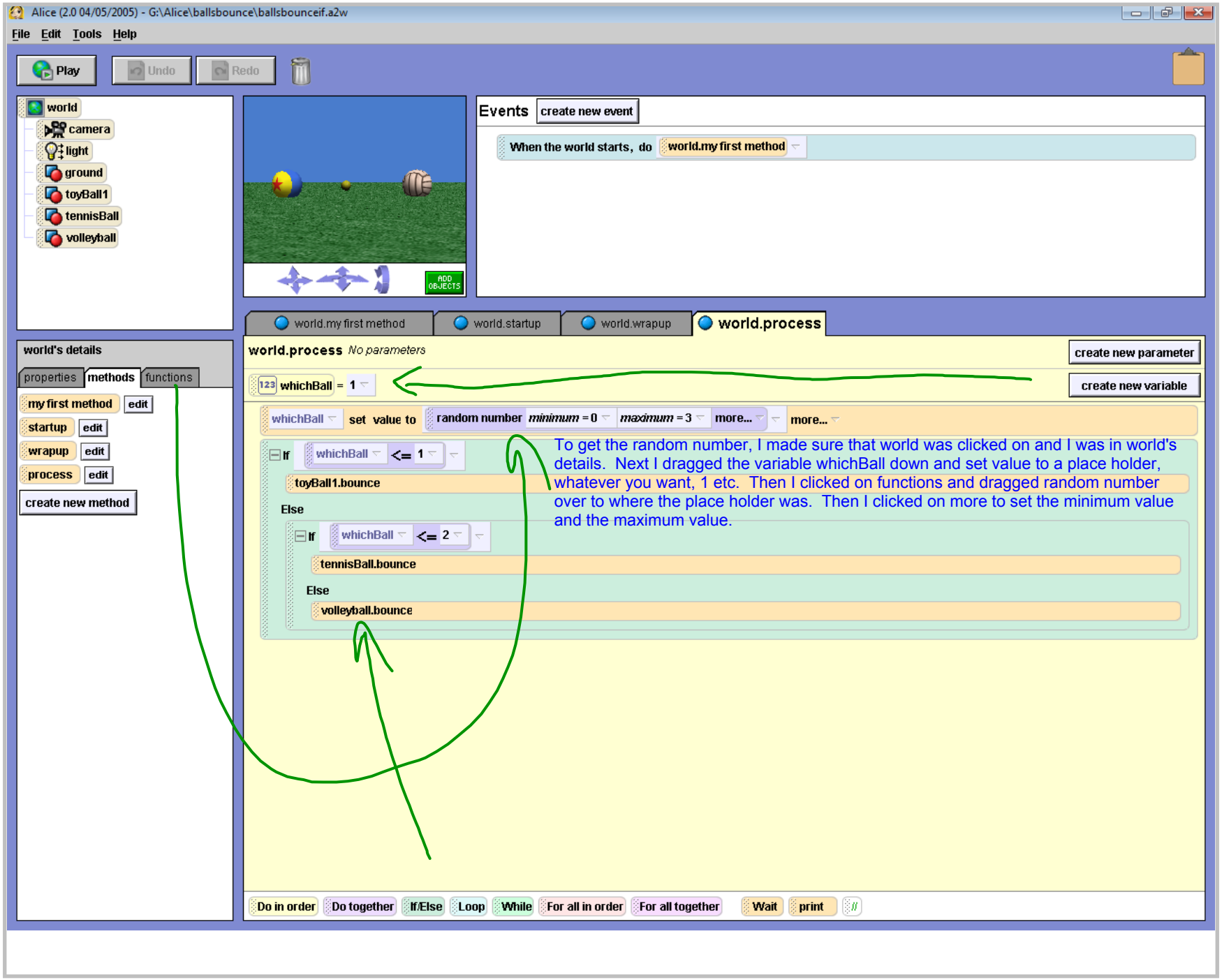

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceloop.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
Note that I have startup, process and wrapup under world.
world.process No parameters
create new parameter
howMany = 2
I am using howMany both times now.
create new variable
Loop howMany times
times
show complicated version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Loop howMany times
times
show complicated version
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:07 AM
5/1/2014


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
world.my first method
world's details
properties
methods
functions
my first method
edit
startup
edit
wrapup
edit
process
edit
create new method
world.my first method No parameters
create new parameter
No variables
create new variable
world.startup
world.process
world.wrapup
This shows the three methods that will be executed when my first method starts.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print

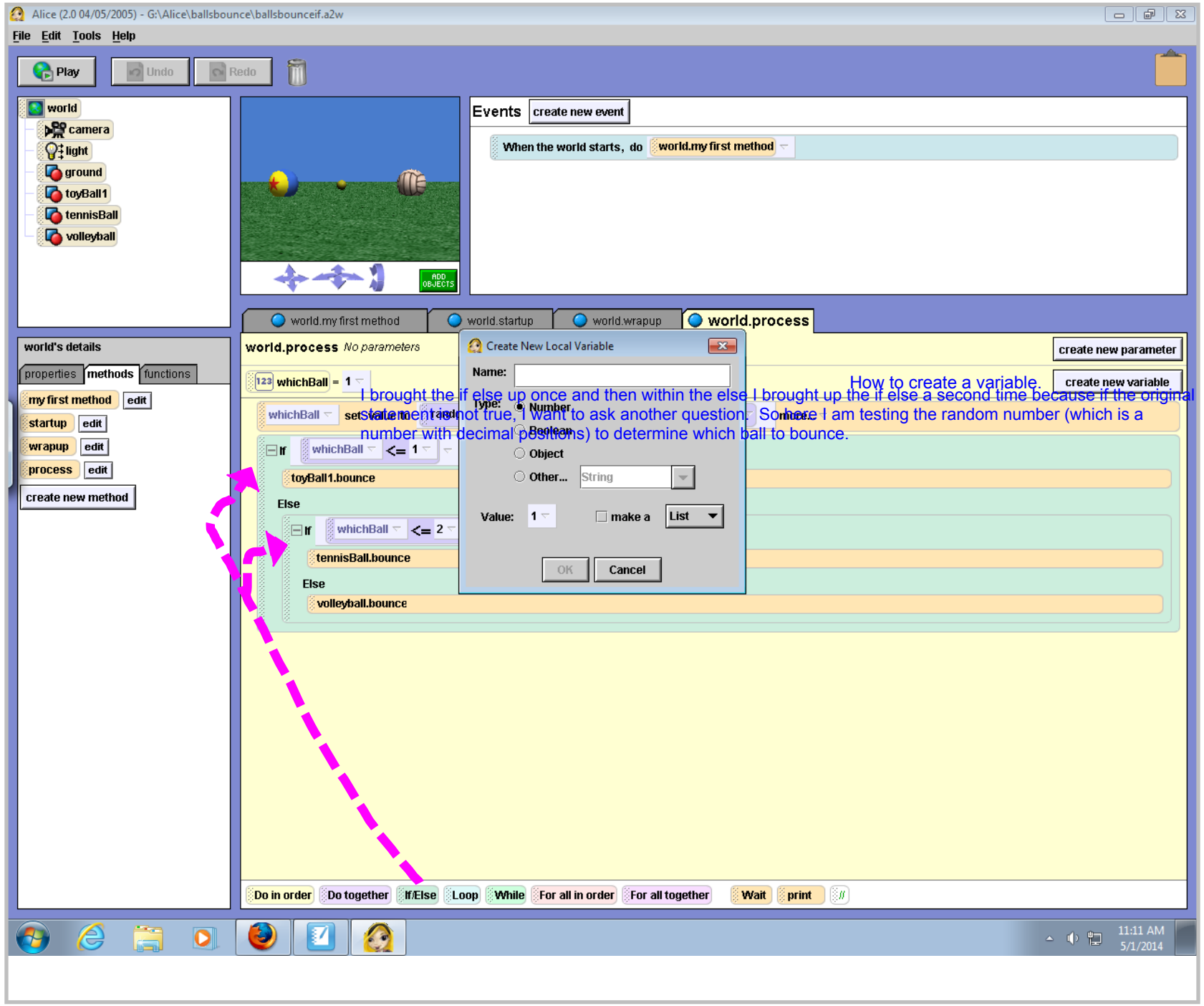

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.startup
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
world.startup No parameters
create new parameter
No variables
create new variable
toyBall1 move up 6 meters more...
tennisBall move up 6 meters more...
volleyball move up 6 meters more...
In startup or I could have called it housekeeping, I am moving all the balls up in the air.
I click on each ball in sequence and then drag its move method over to the world.startup.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:09 AM
5/1/2014



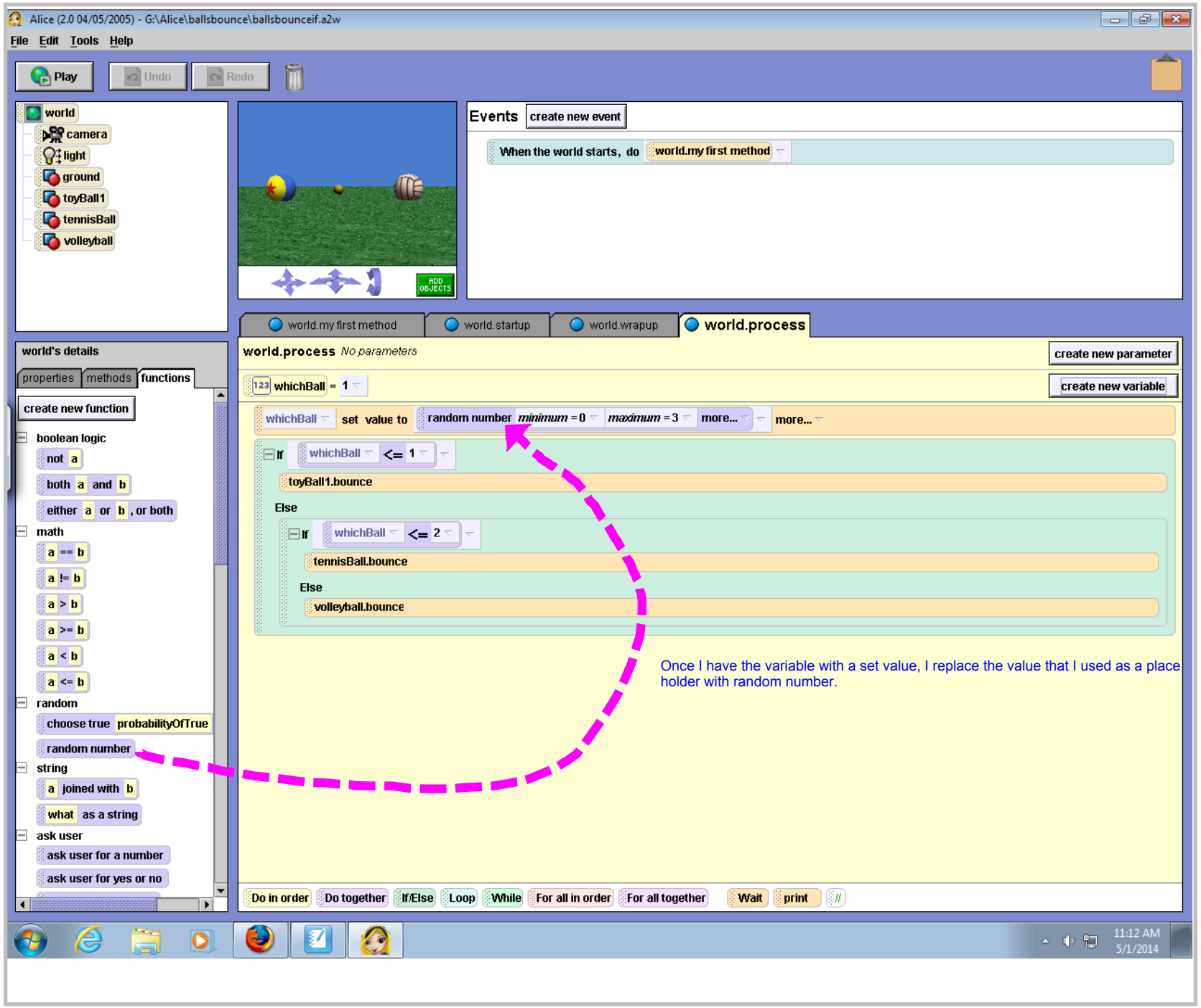
Title: May 1-11:09 AM (5 of 30)

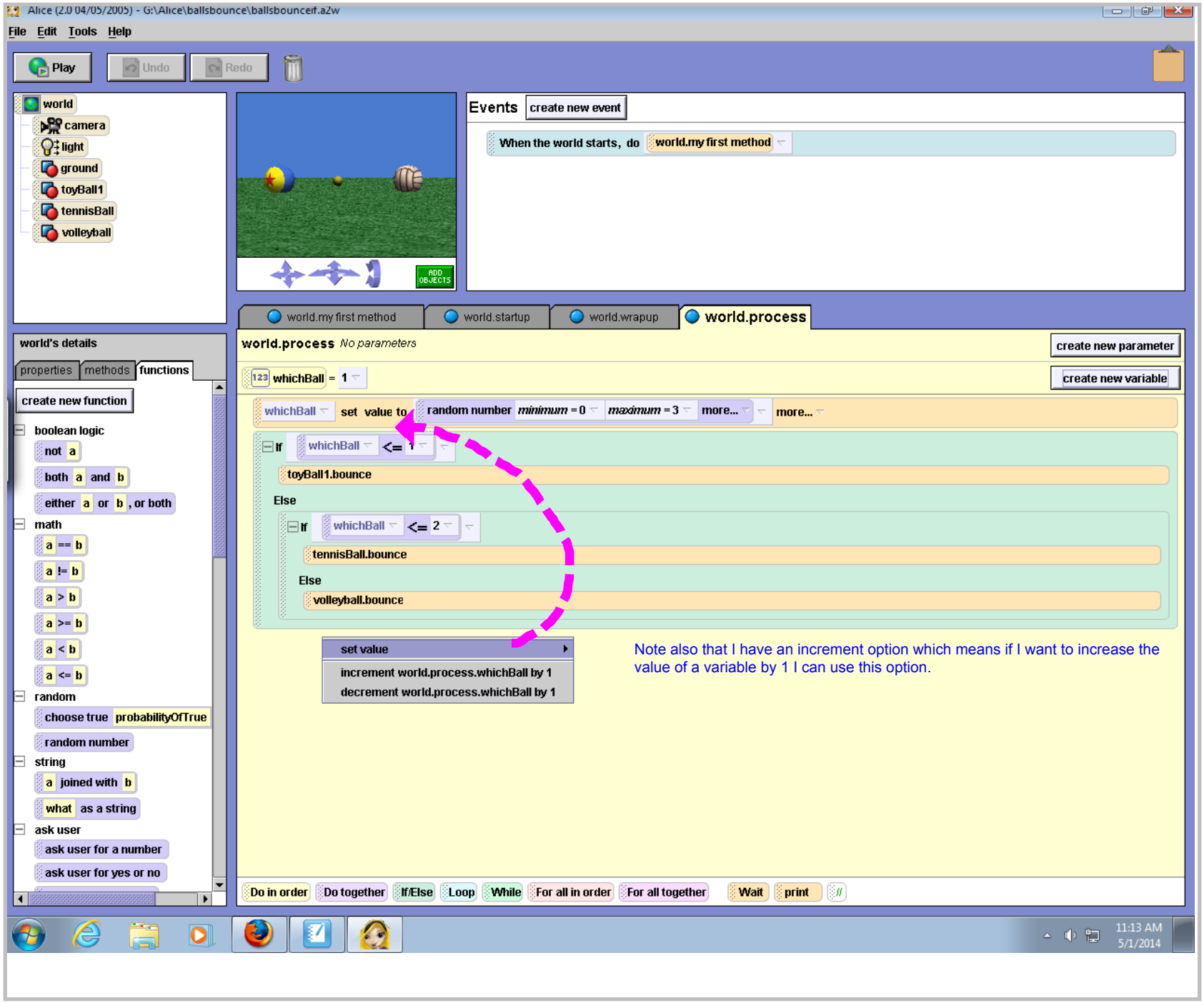


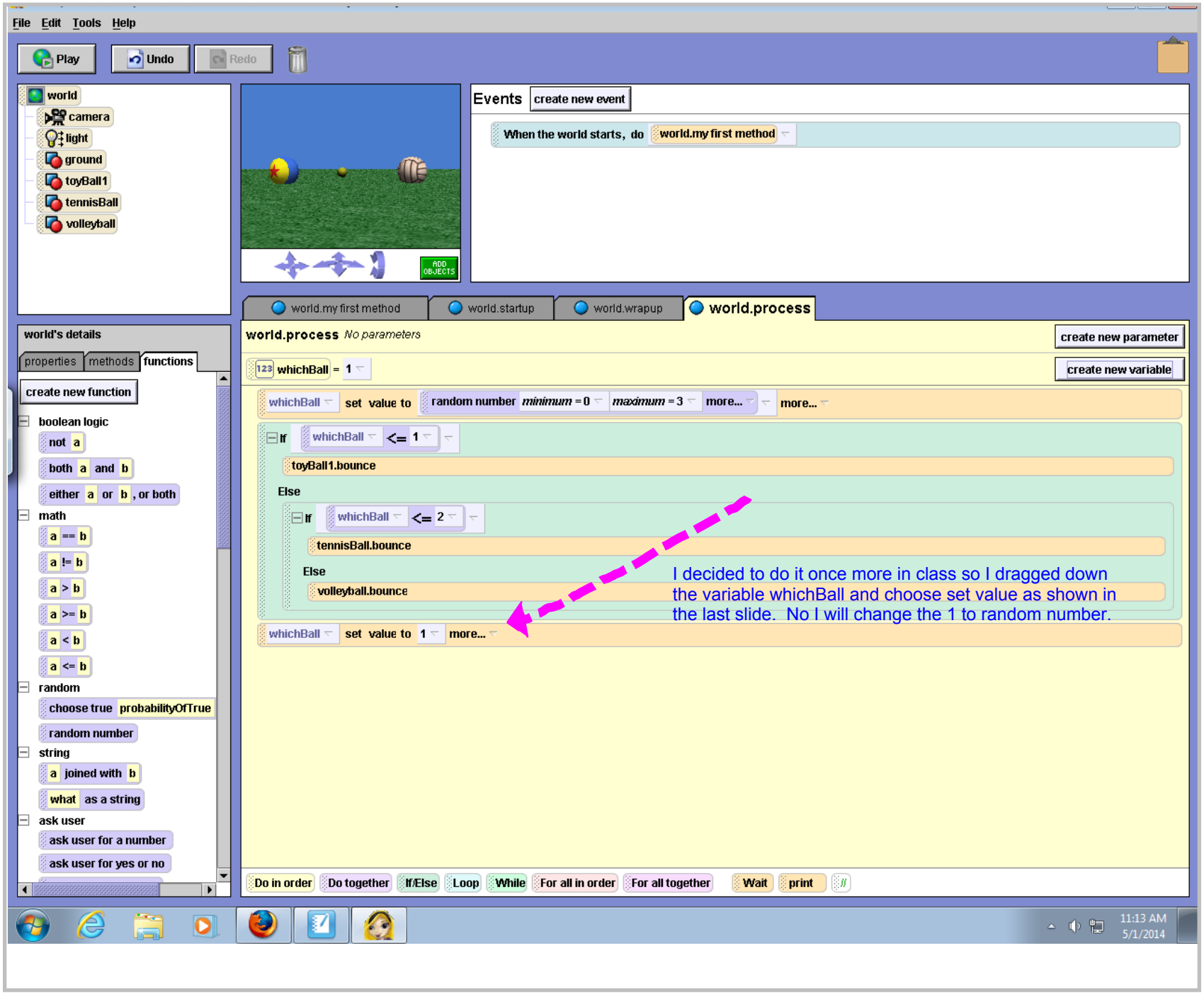
Title: May 1-11:10 AM (6 of 30)

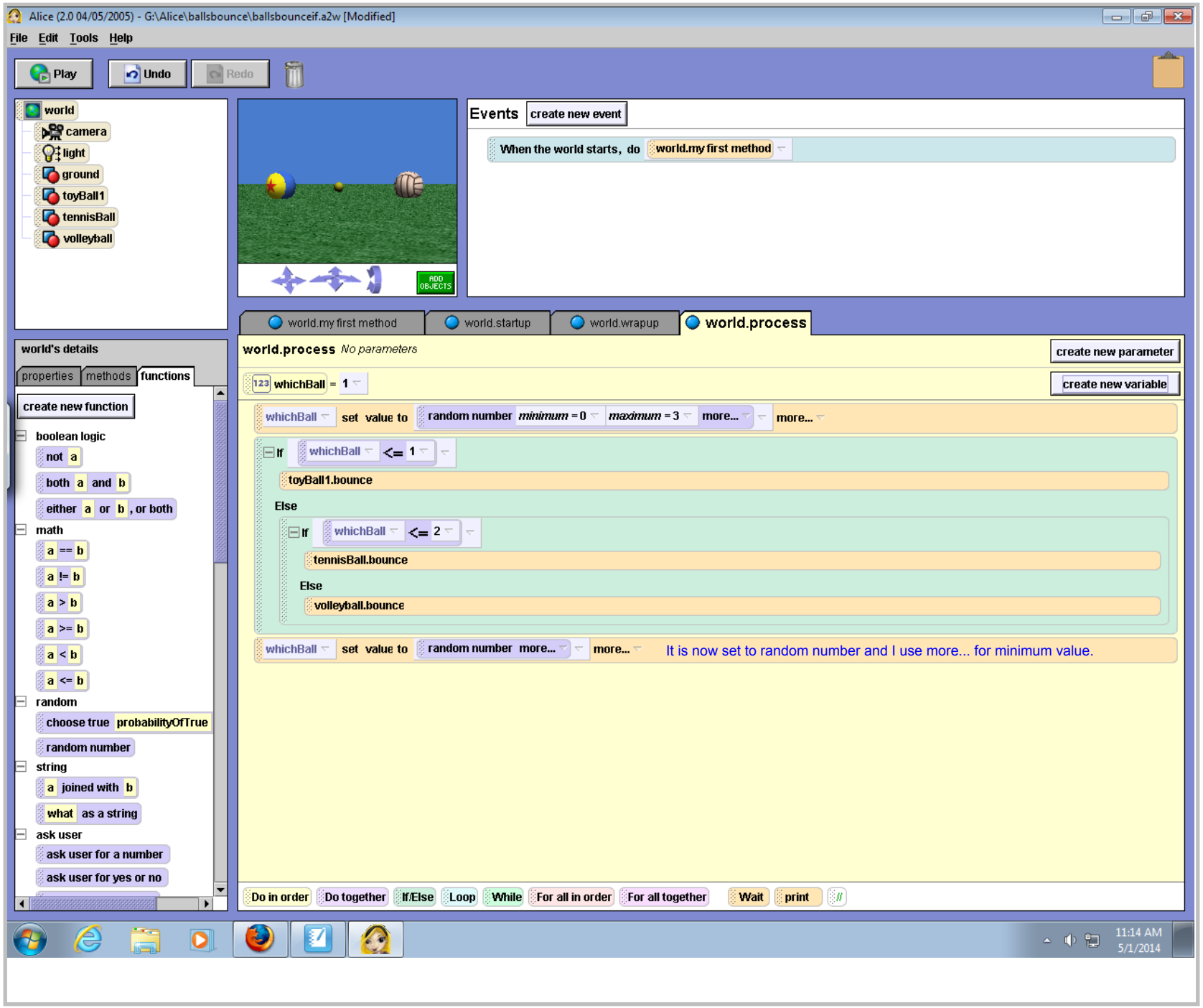


Title: May 1-11:11 AM (7 of 30)

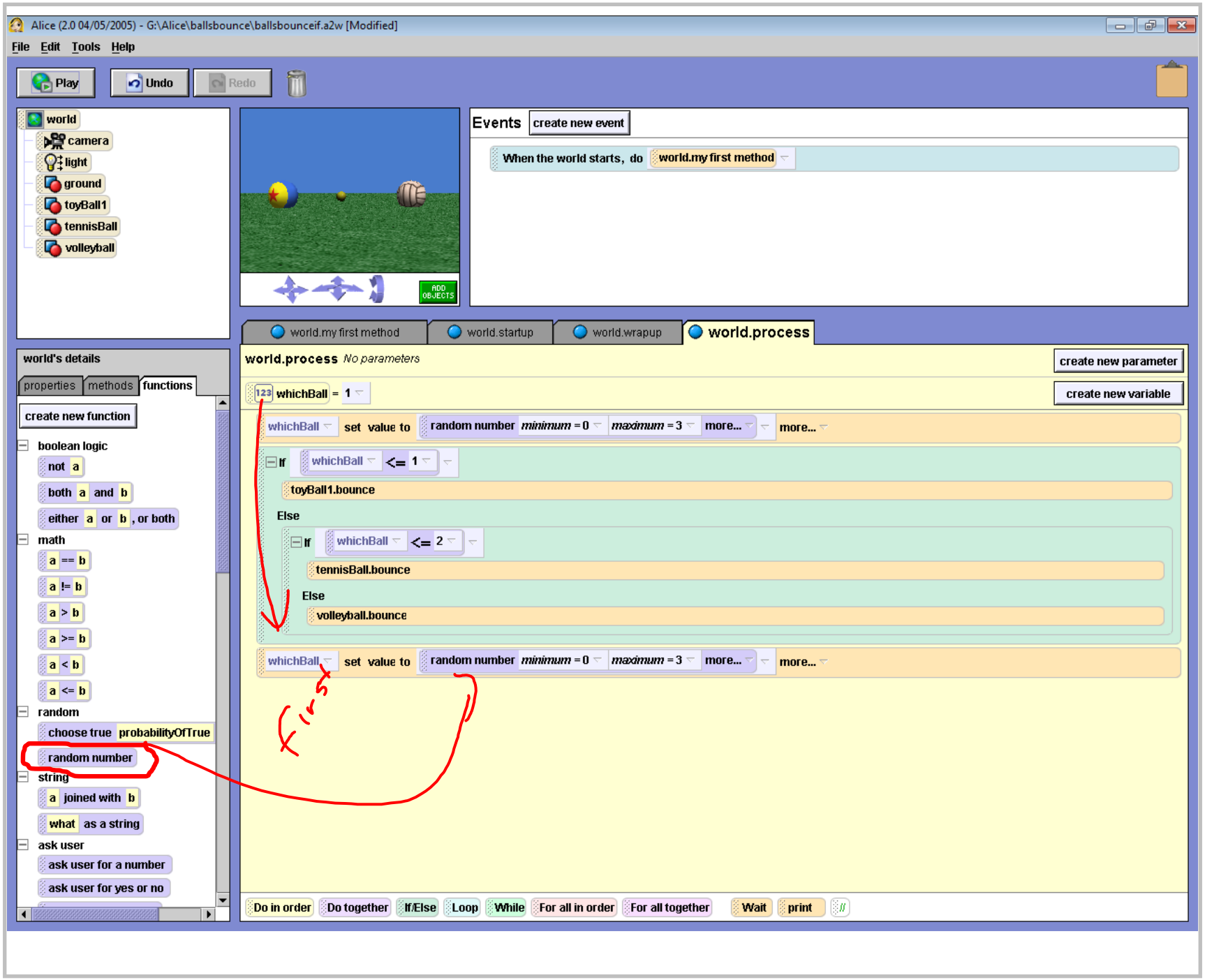

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.startup
world.wrapup
world.process
world's details
properties
methods
functions
create new function
boolean logic
not a
both a and b
either a or b, or both
math
a == b
a != b
a > b
a >= b
a < b
a <= b
random
choose true probabilityOfTrue
random number
string
a joined with b
what as a string
ask user
ask user for a number
ask user for yes or no
world.process No parameters
create new parameter
create new variable
whichBall = 1
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
Once I have the variable with a set value, I replace the value that I used as a place holder with random number.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:12 AM
5/1/2014

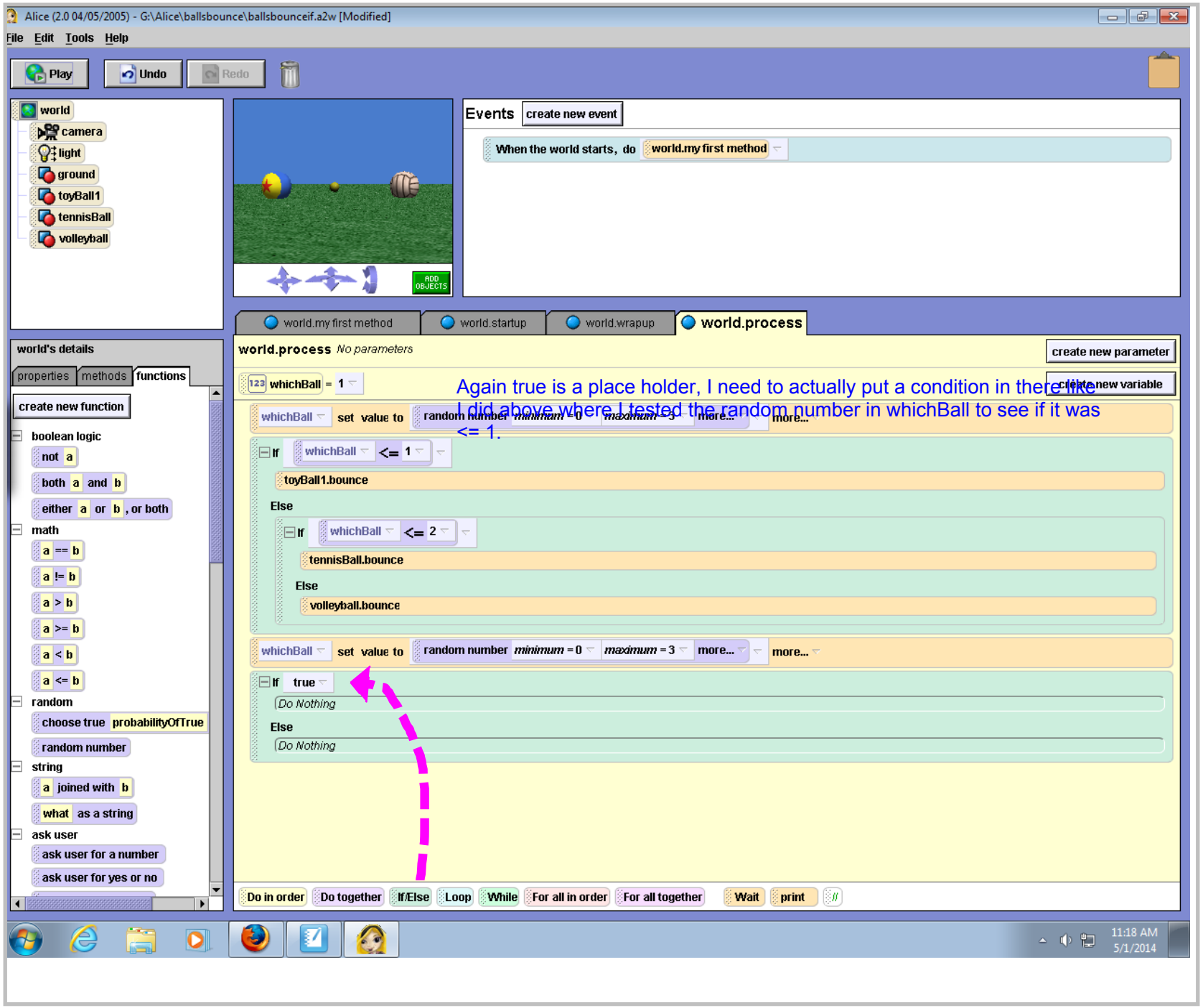

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.startup
world.wrapup
world.process
world's details
properties
methods
functions
create new function
boolean logic
not a
both a and b
either a or b, or both
math
a == b
a != b
a > b
a >= b
a < b
a <= b
random
choose true probabilityOfTrue
random number
string
a joined with b
what as a string
ask user
ask user for a number
ask user for yes or no
world.process No parameters
create new parameter
create new variable
whichBall = 1
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
set value
increment world.process.whichBall by 1
decrement world.process.whichBall by 1
Note also that I have an increment option which means if I want to increase the value of a variable by 1 I can use this option.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:13 AM
5/1/2014

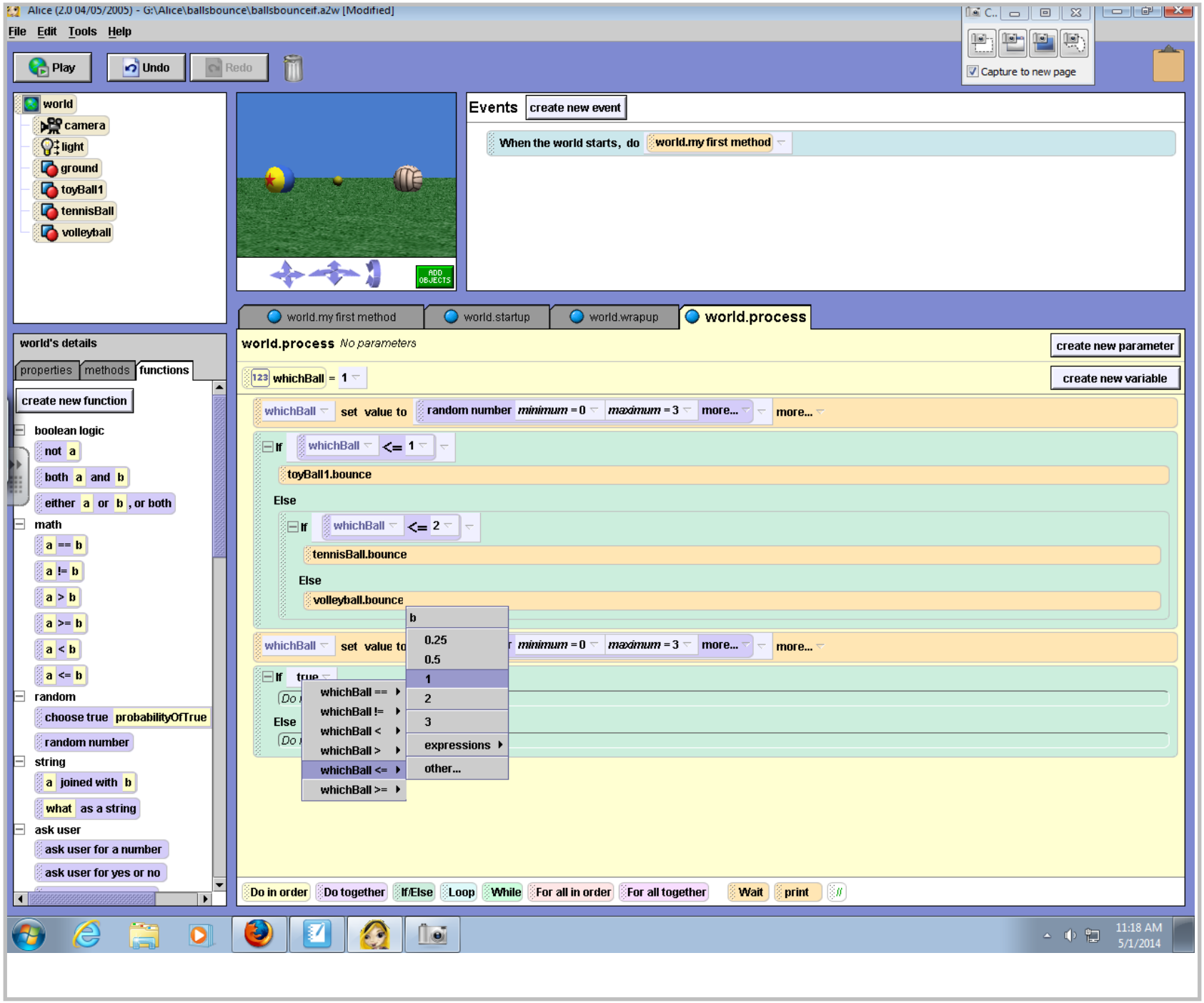

File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
world.my first method
world.startup
world.wrapup
world.process
world's details
properties
methods
functions
create new function
boolean logic
not a
both a and b
either a or b, or both
math
a == b
a != b
a > b
a >= b
a < b
a <= b
random
choose true probabilityOfTrue
random number
string
a joined with b
what as a string
ask user
ask user for a number
ask user for yes or no
world.process No parameters
create new parameter
create new variable
whichBall = 1
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
whichBall set value to 1 more...
I decided to do it once more in class so I dragged down the variable whichBall and choose set value as shown in the last slide. No I will change the 1 to random number.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:13 AM
5/1/2014

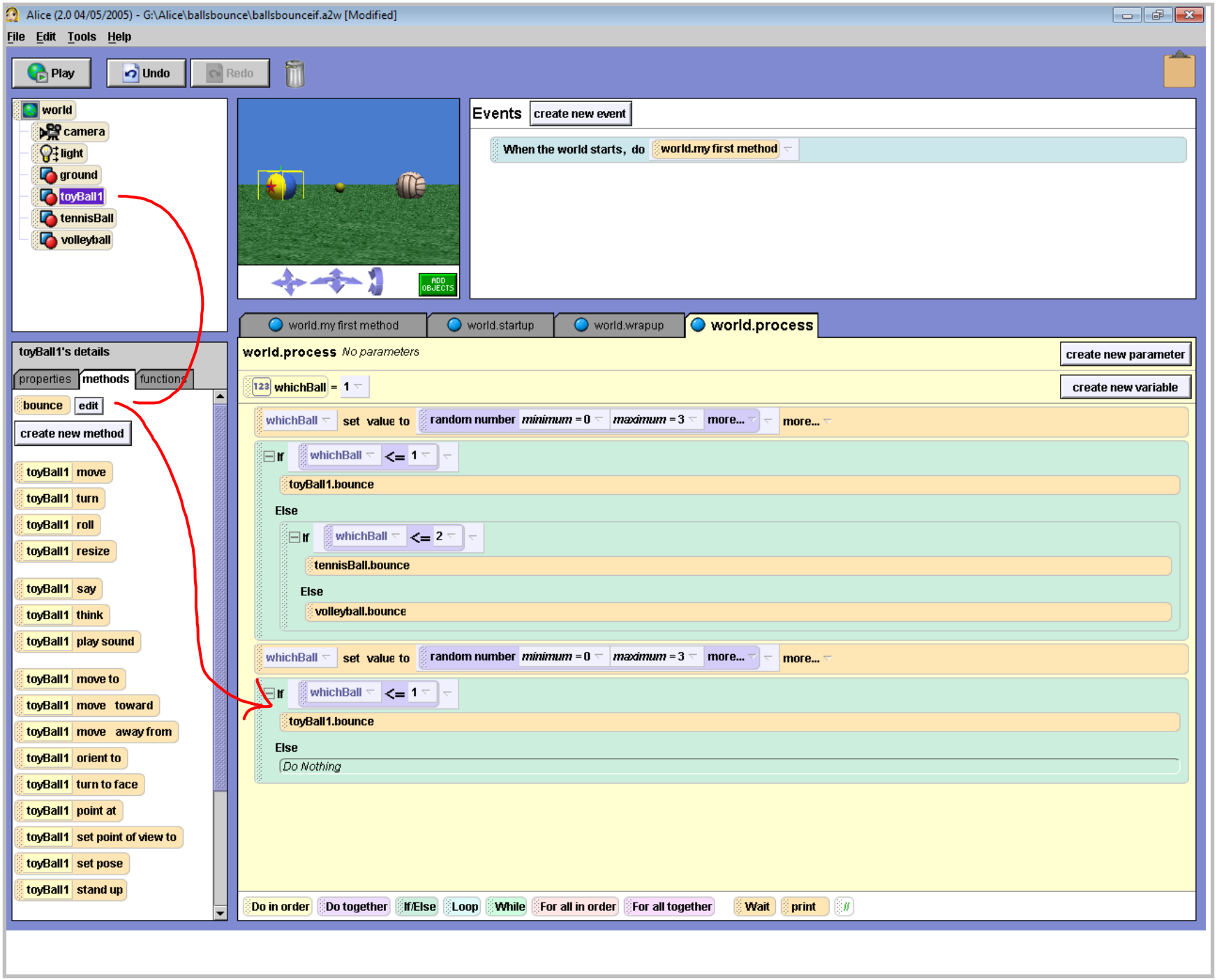


Title: May 1-11:14 AM (11 of 30)

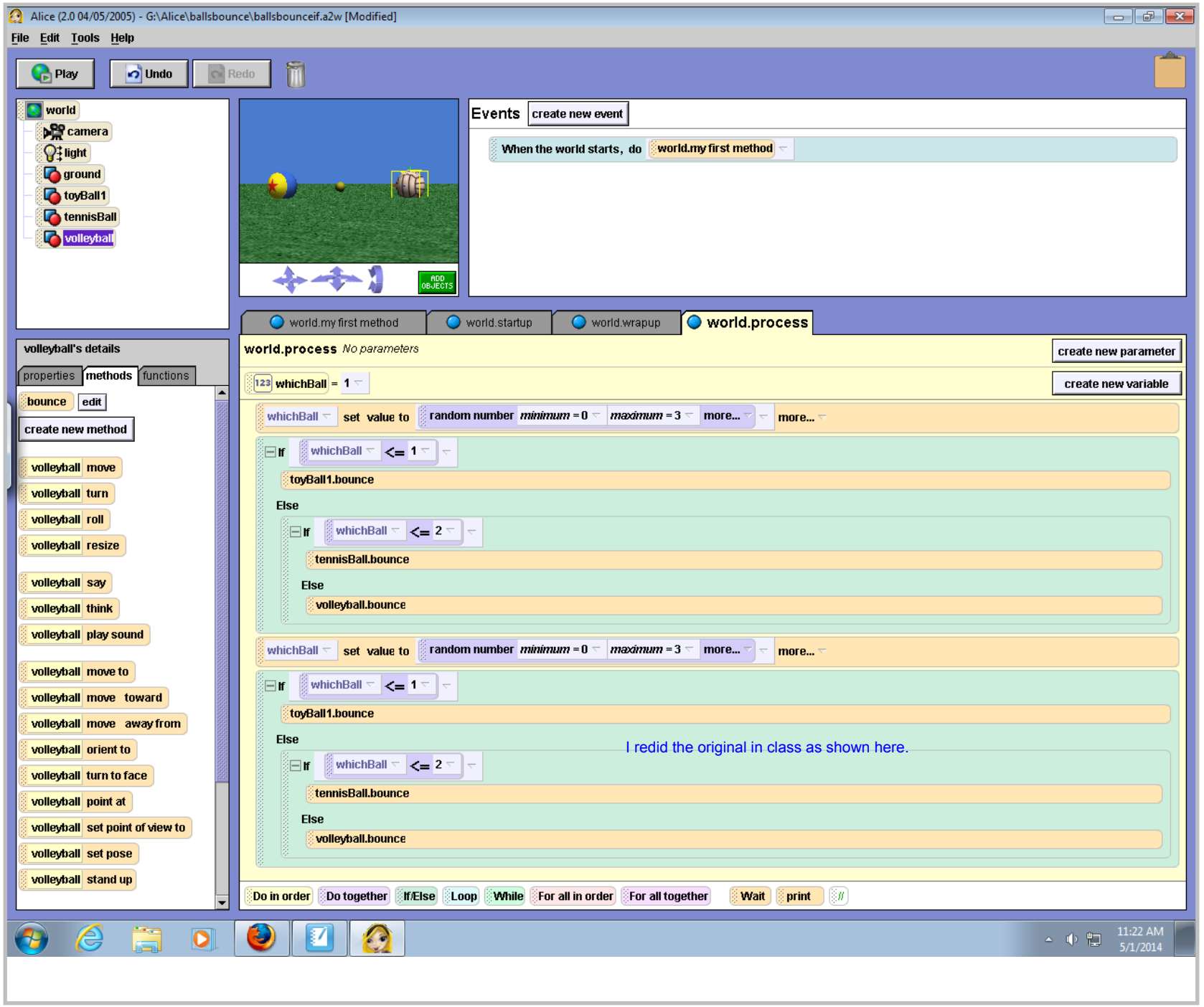

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.startup
world.wrapup
world.process
world's details
properties
methods
functions
create new function
boolean logic
not a
both a and b
either a or b, or both
math
a == b
a != b
a > b
a >= b
a < b
a <= b
random
choose true probabilityOfTrue
random number
string
a joined with b
what as a string
ask user
ask user for a number
ask user for yes or no
world.process No parameters
create new parameter
create new variable
whichBall = 1
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
whichBall set value to random number minimum = 0 maximum = 3 more... more...
First
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print

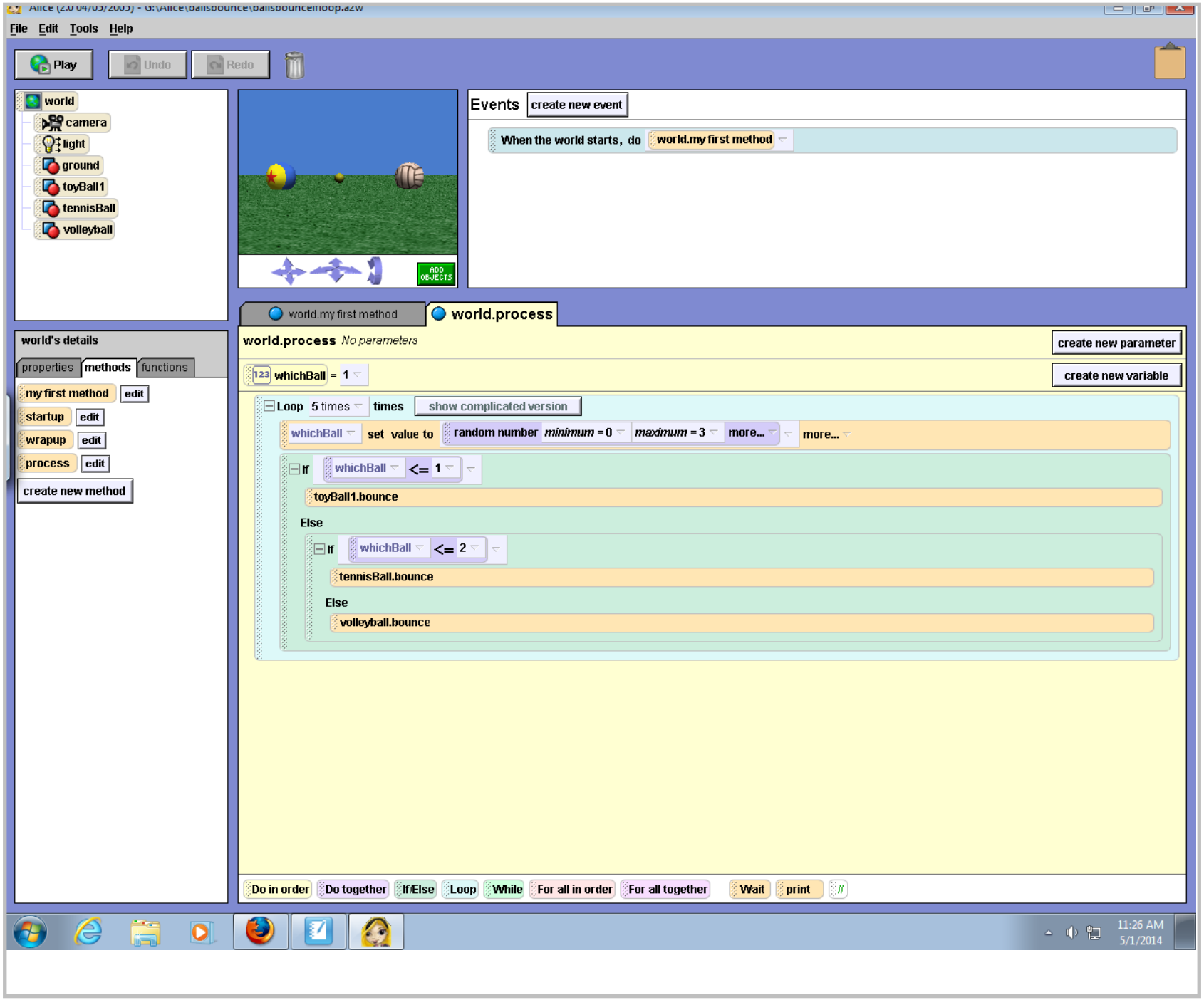

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
world.my first method
world.startup
world.wrapup
world.process
world's details
properties
methods
functions
create new function
boolean logic
not a
both a and b
either a or b, or both
math
a == b
a != b
a > b
a >= b
a < b
a <= b
random
choose true probabilityOfTrue
random number
string
a joined with b
what as a string
ask user
ask user for a number
ask user for yes or no
world.process No parameters
create new parameter
create new variable
whichBall = 1
Again true is a place holder, I need to actually put a condition in there like I did above where I tested the random number in whichBall to see if it was <= 1.
whichBall set value to random number minimum = 0 maximum = 3 more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
whichBall set value to random number minimum = 0 maximum = 3 more...
If true
Do Nothing
Else
Do Nothing
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:18 AM
5/1/2014

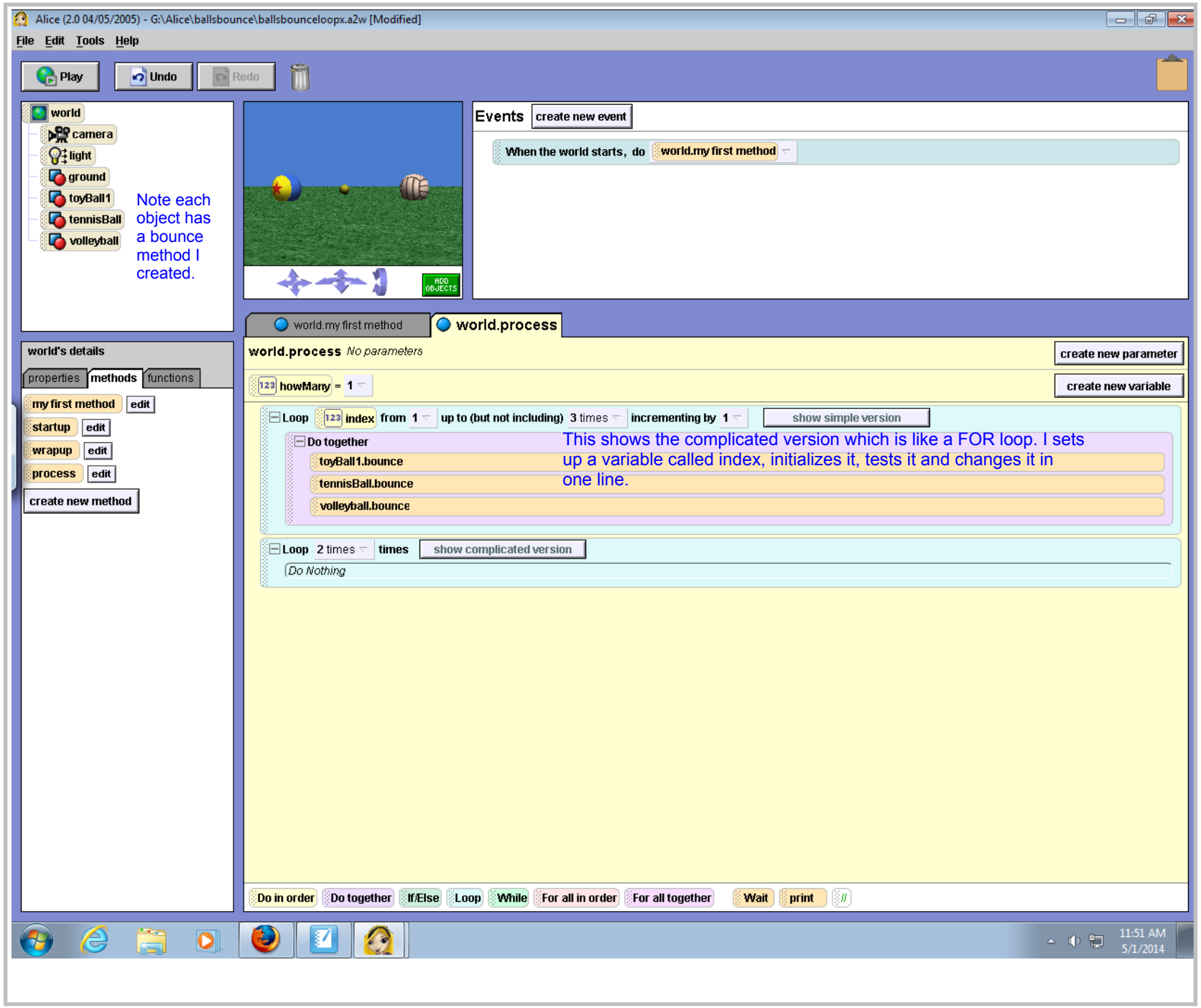

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
Capture to new page
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.startup
world.wrapup
world.process
world's details
properties
methods
functions
create new function
boolean logic
not a
both a and b
either a or b, or both
math
a == b
a != b
a > b
a >= b
a < b
a <= b
random
choose true probabilityOfTrue
random number
string
a joined with b
what as a string
ask user
ask user for a number
ask user for yes or no
world.process No parameters
create new parameter
create new variable
whichBall = 1
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
If true
Else
whichBall == whichBall != whichBall < whichBall > whichBall <= whichBall >=
b
0.25
0.5
1
2
3
expressions
other...
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:18 AM
5/1/2014

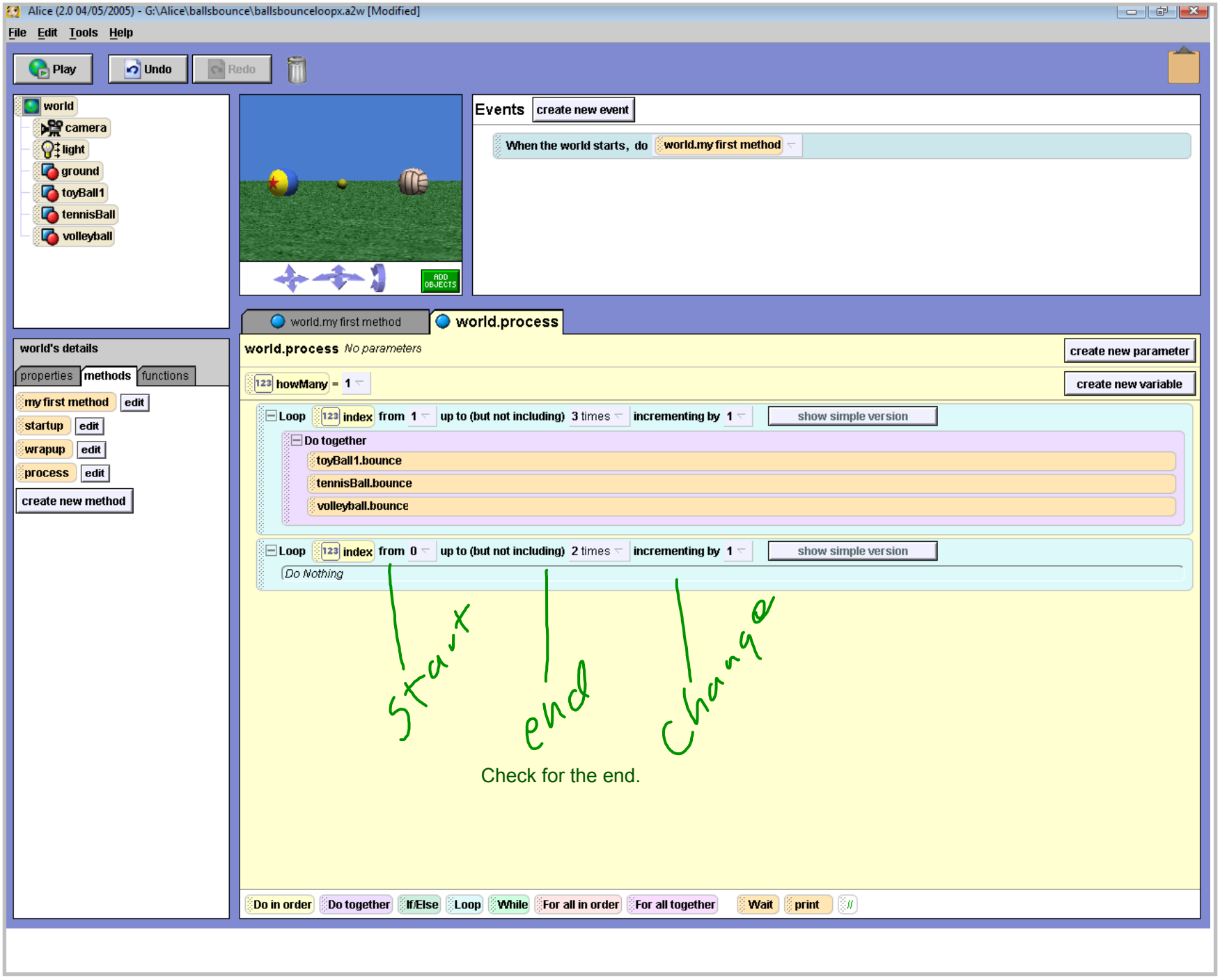


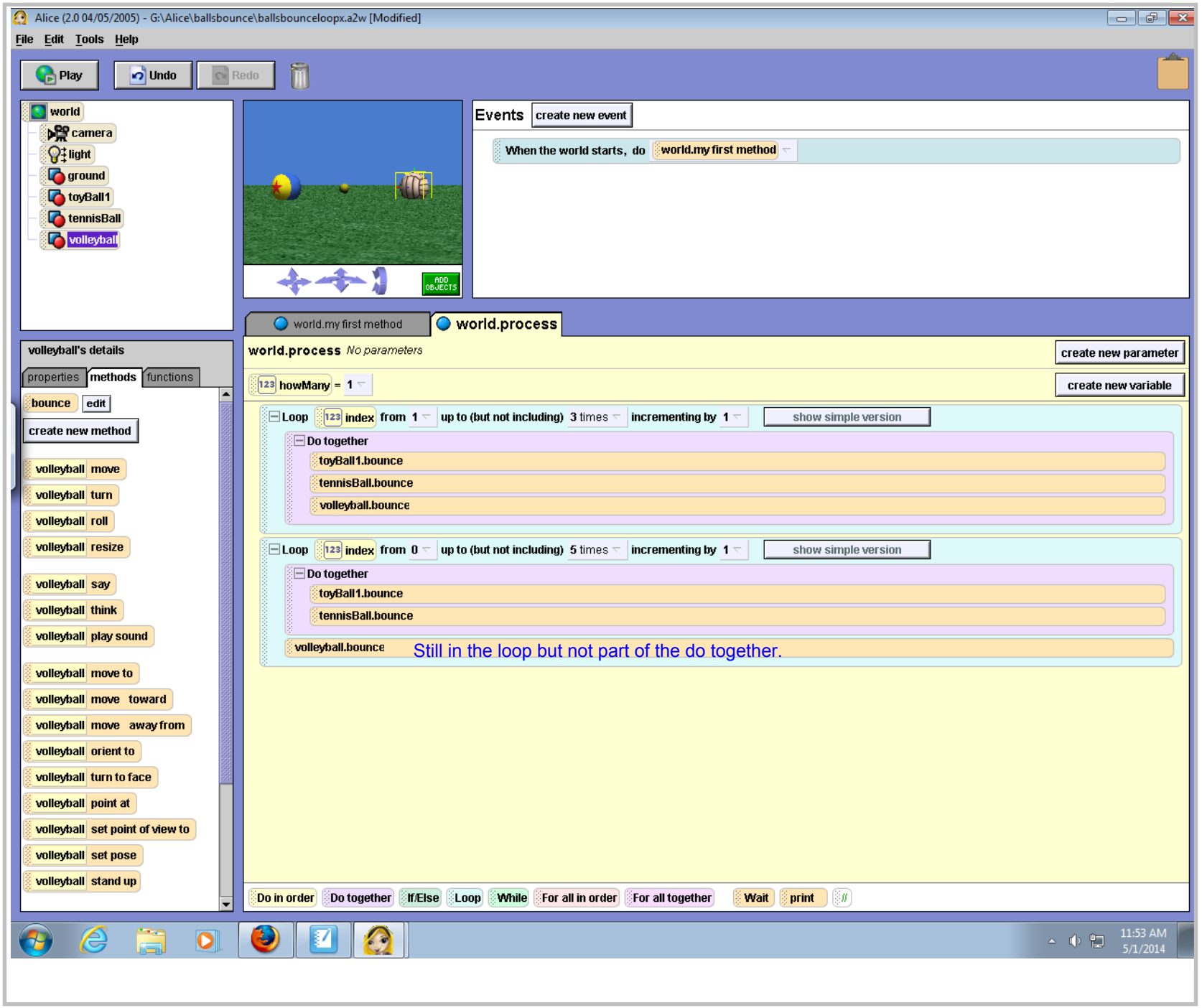
Title: May 1-11:20 AM (15 of 30)

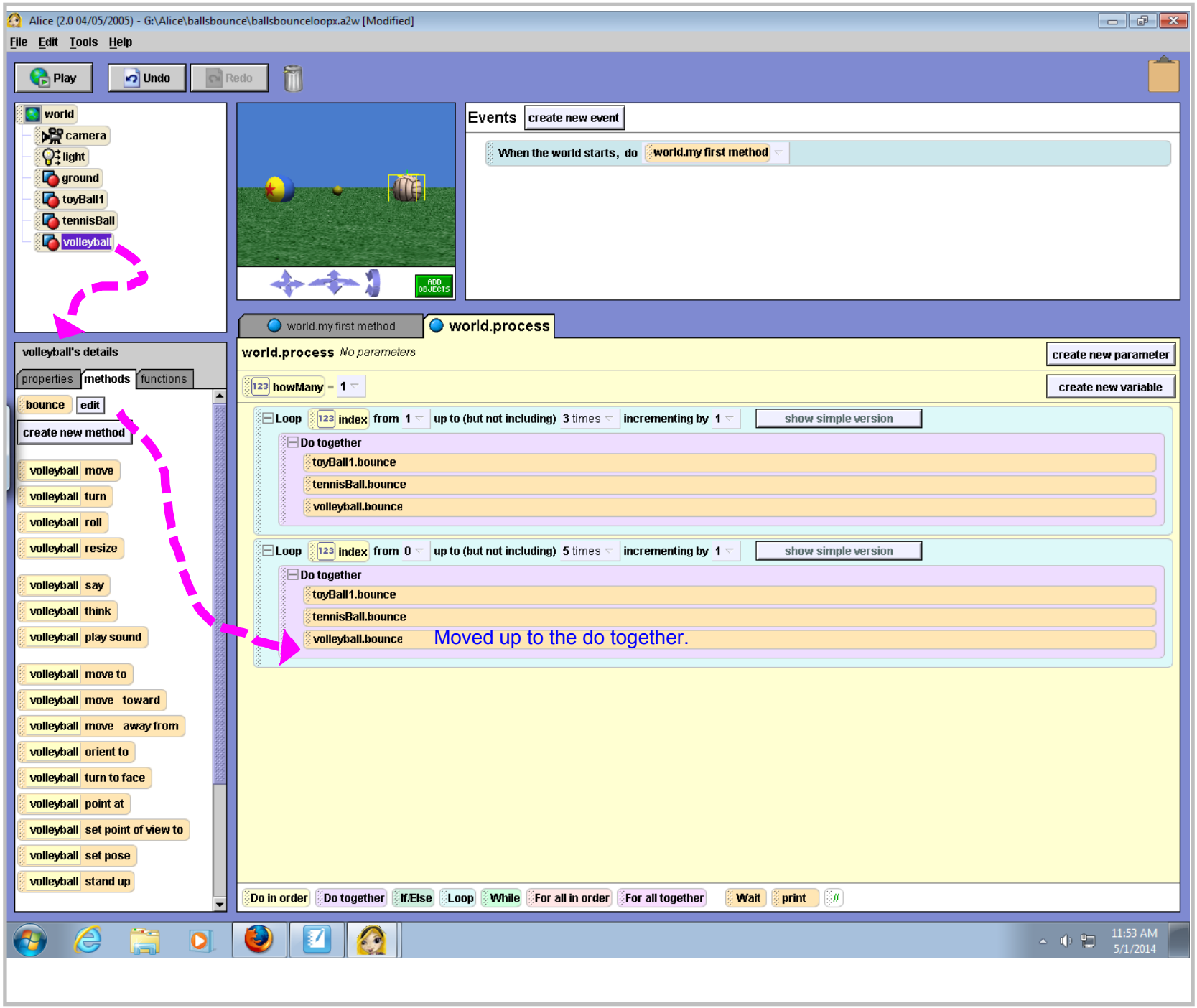

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceif.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
ADD OBJECTS
world.my first method
world.startup
world.wrapup
world.process
volleyball's details
properties
methods
functions
bounce
edit
create new method
volleyball move
volleyball turn
volleyball roll
volleyball resize
volleyball say
volleyball think
volleyball play sound
volleyball move to
volleyball move toward
volleyball move away from
volleyball orient to
volleyball turn to face
volleyball point at
volleyball set point of view to
volleyball set pose
volleyball stand up
world.process No parameters
create new parameter
create new variable
whichBall = 1
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
I redid the original in class as shown here.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:22 AM
5/1/2014

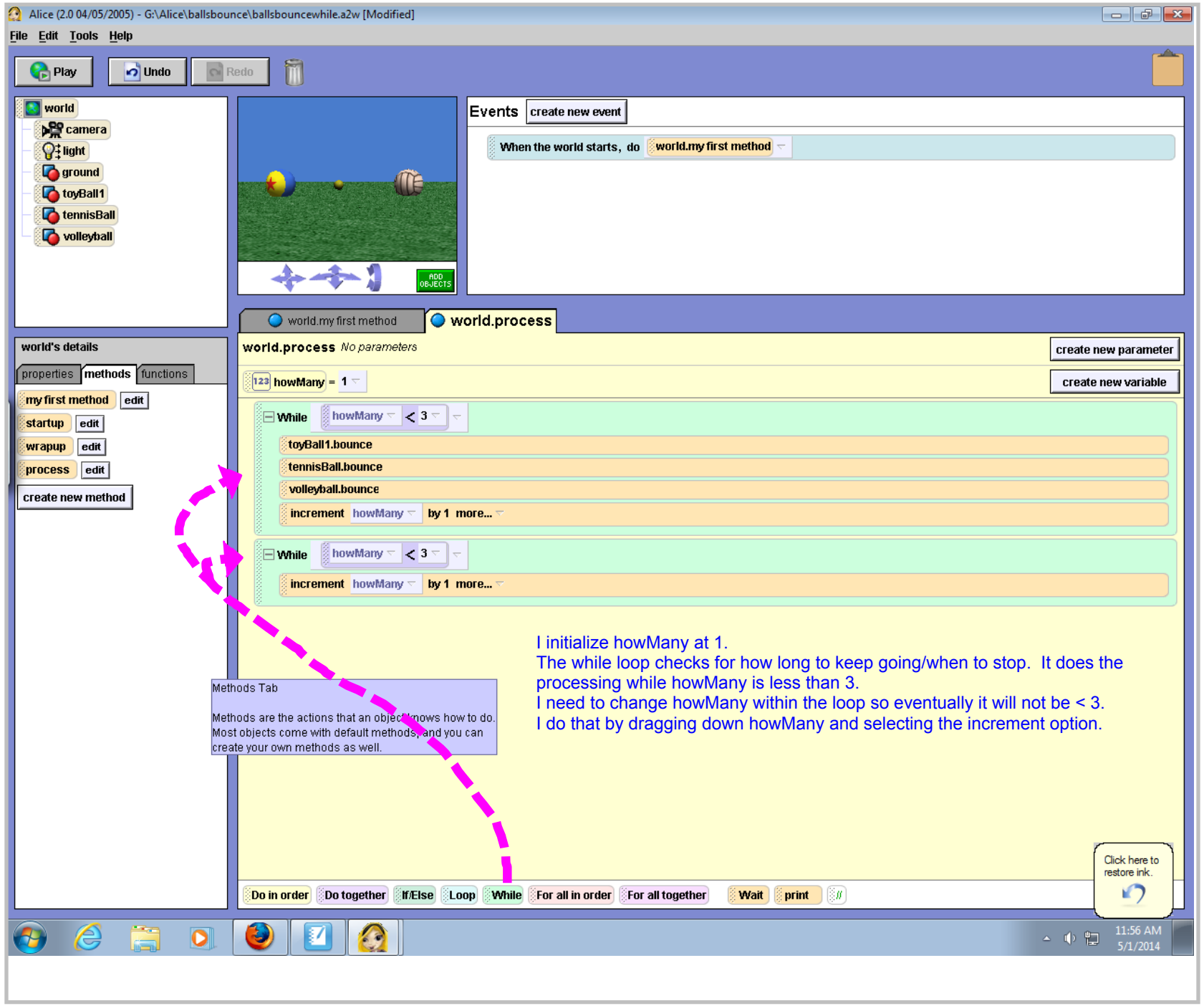

File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world's details
properties
methods
functions
my first method
edit
startup
edit
wrapup
edit
process
edit
create new method
world.process No parameters
create new parameter
whichBall = 1
create new variable
Loop 5 times times
show complicated version
whichBall set value to random number minimum = 0 maximum = 3 more... more...
If whichBall <= 1
toyBall1.bounce
Else
If whichBall <= 2
tennisBall.bounce
Else
volleyball.bounce
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:26 AM
5/1/2014

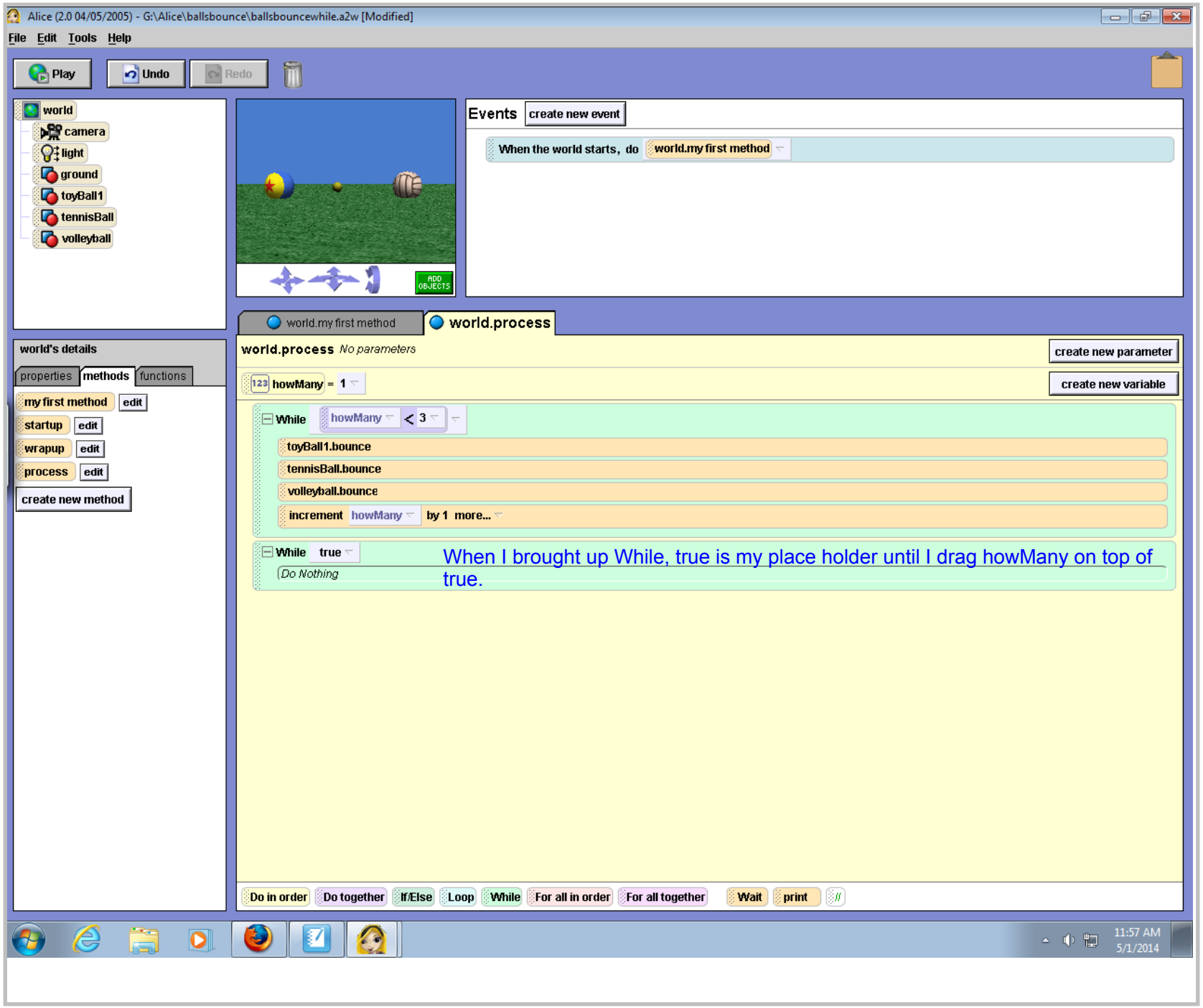

Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceloopx.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Note each object has a bounce method I created.
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world.process No parameters
create new parameter
howMany = 1
create new variable
Loop index from 1 up to (but not including) 3 times incrementing by 1
show simple version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
This shows the complicated version which is like a FOR loop. I sets up a variable called index, initializes it, tests it and changes it in one line.
Loop 2 times times
show complicated version
Do Nothing
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:51 AM
5/1/2014


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceloopx.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
world.process No parameters
create new parameter
howMany = 1
create new variable
Loop index from 1 up to (but not including) 3 times incrementing by 1
show simple version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Loop index from 0 up to (but not including) 2 times incrementing by 1
show simple version
Do Nothing
Start
end
Change
Check for the end.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
//


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceloopx.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world.process No parameters
create new parameter
howMany = 1
create new variable
Loop index from 1 up to (but not including) 3 times incrementing by 1
show simple version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Loop index from 0 up to (but not including) 5 times incrementing by 1
show simple version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Still in the loop but not part of the do together.
volleyball's details
properties
methods
functions
bounce
edit
create new method
volleyball move
volleyball turn
volleyball roll
volleyball resize
volleyball say
volleyball think
volleyball play sound
volleyball move to
volleyball move toward
volleyball move away from
volleyball orient to
volleyball turn to face
volleyball point at
volleyball set point of view to
volleyball set pose
volleyball stand up
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:53 AM
5/1/2014


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceloopx.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world.process No parameters
create new parameter
howMany = 1
create new variable
Loop index from 1 up to (but not including) 3 times incrementing by 1
show simple version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Loop index from 0 up to (but not including) 5 times incrementing by 1
show simple version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Moved up to the do together.
volleyball's details
properties
methods
functions
bounce
edit
create new method
volleyball move
volleyball turn
volleyball roll
volleyball resize
volleyball say
volleyball think
volleyball play sound
volleyball move to
volleyball move toward
volleyball move away from
volleyball orient to
volleyball turn to face
volleyball point at
volleyball set point of view to
volleyball set pose
volleyball stand up
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:53 AM
5/1/2014


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbouncewhile.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
world.process No parameters
create new parameter
howMany = 1
create new variable
While howMany < 3
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
increment howMany by 1 more...
While howMany < 3
increment howMany by 1 more...
Methods Tab
Methods are the actions that an object knows how to do. Most objects come with default methods, and you can create your own methods as well.
I initialize howMany at 1.
The while loop checks for how long to keep going/when to stop. It does the processing while howMany is less than 3.
I need to change howMany within the loop so eventually it will not be < 3.
I do that by dragging down howMany and selecting the increment option.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
Click here to restore ink.
11:56 AM
5/1/2014


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbouncewhile.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
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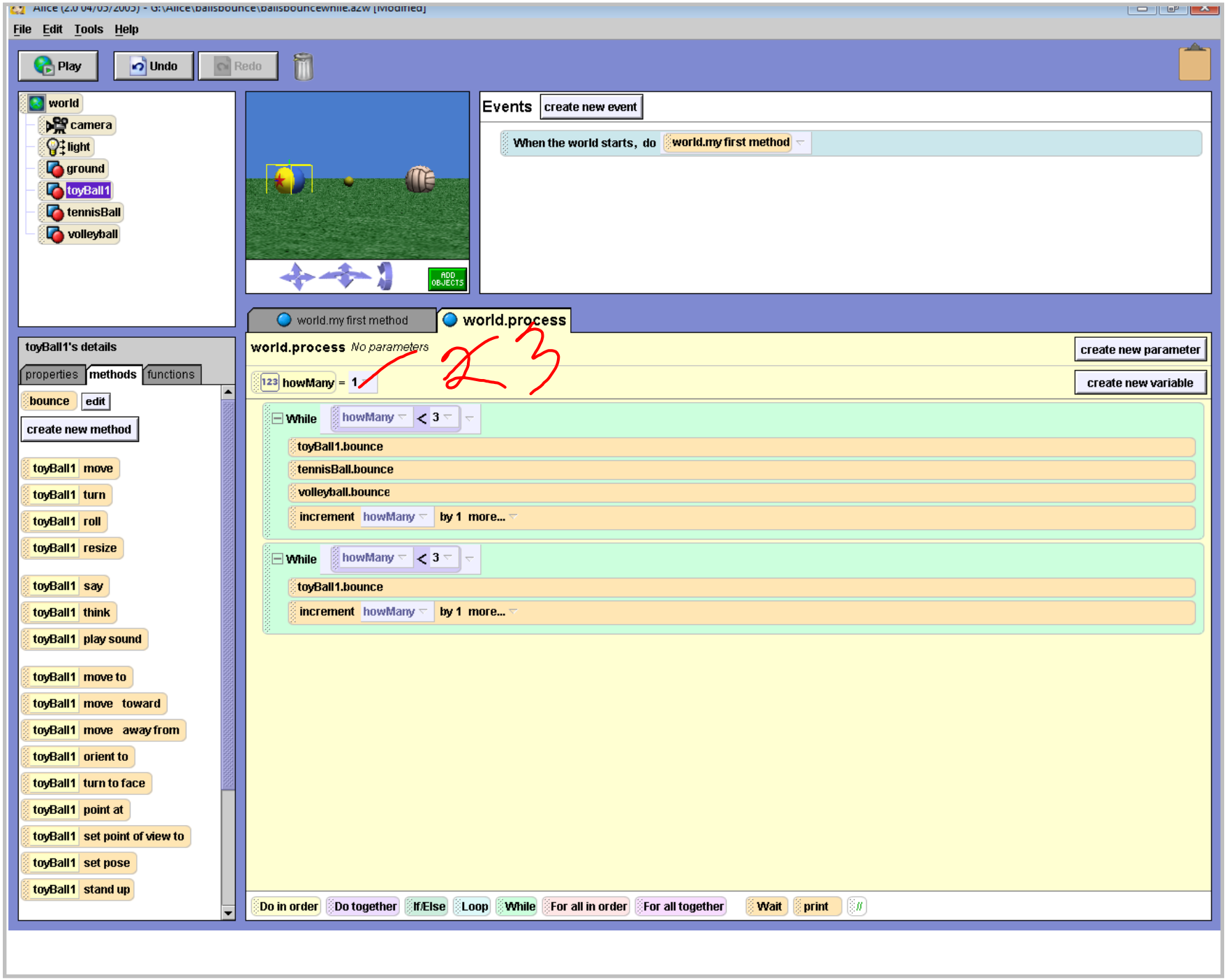
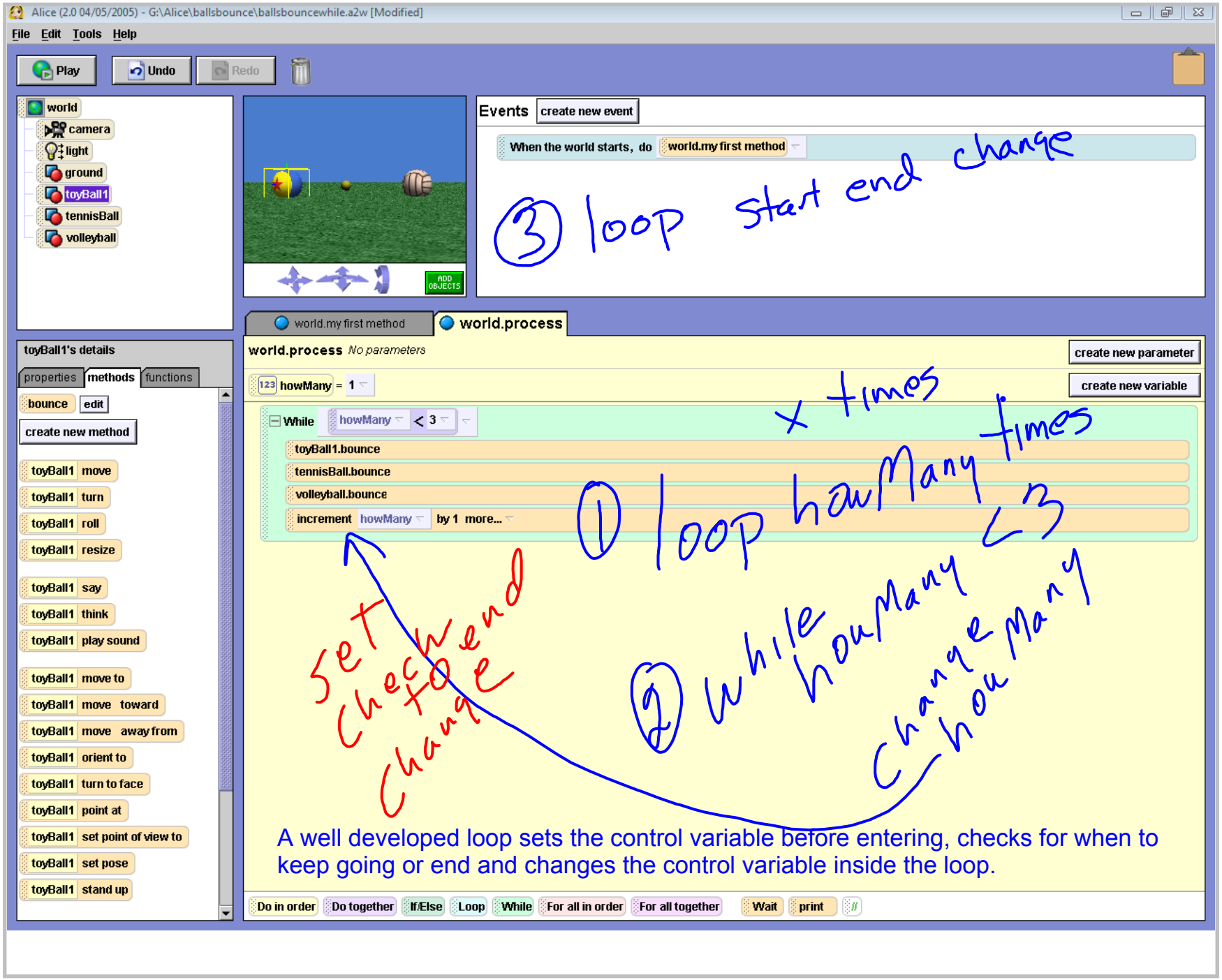
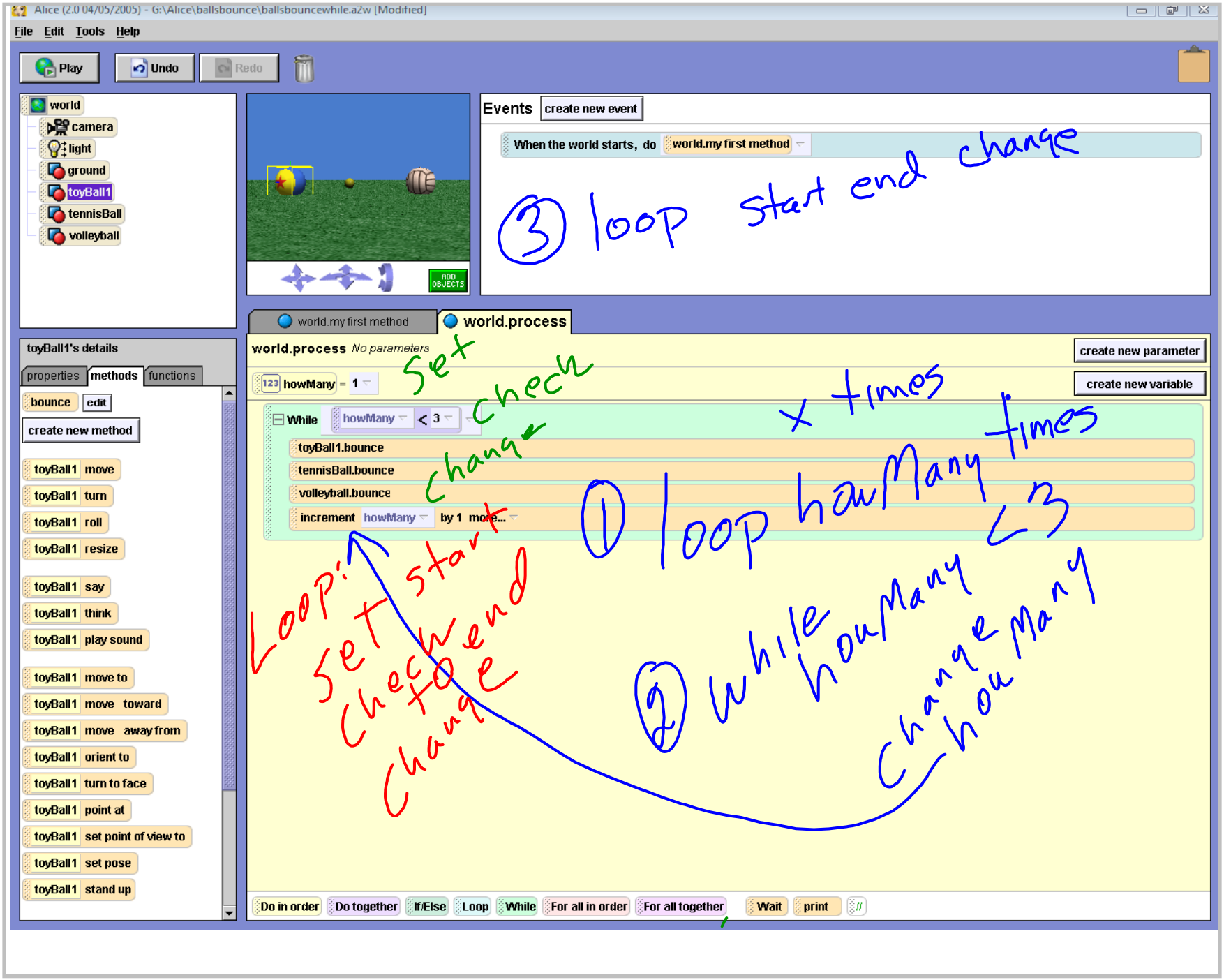
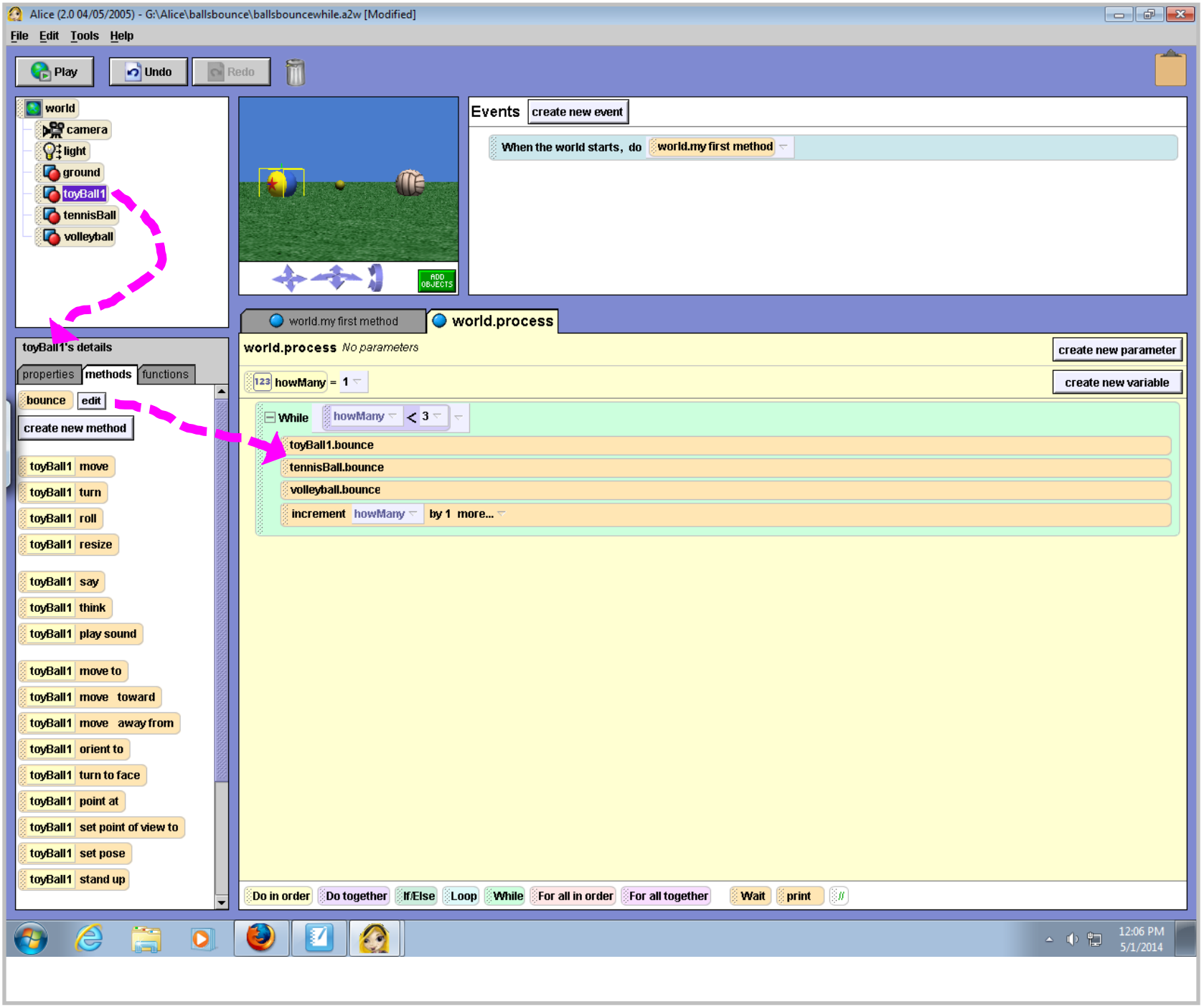
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
world.process No parameters
create new parameter
howMany = 1
create new variable
While howMany < 3
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
increment howMany by 1 more...
While true
Do Nothing
When I brought up While, true is my place holder until I drag howMany on top of true.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
11:57 AM
5/1/2014

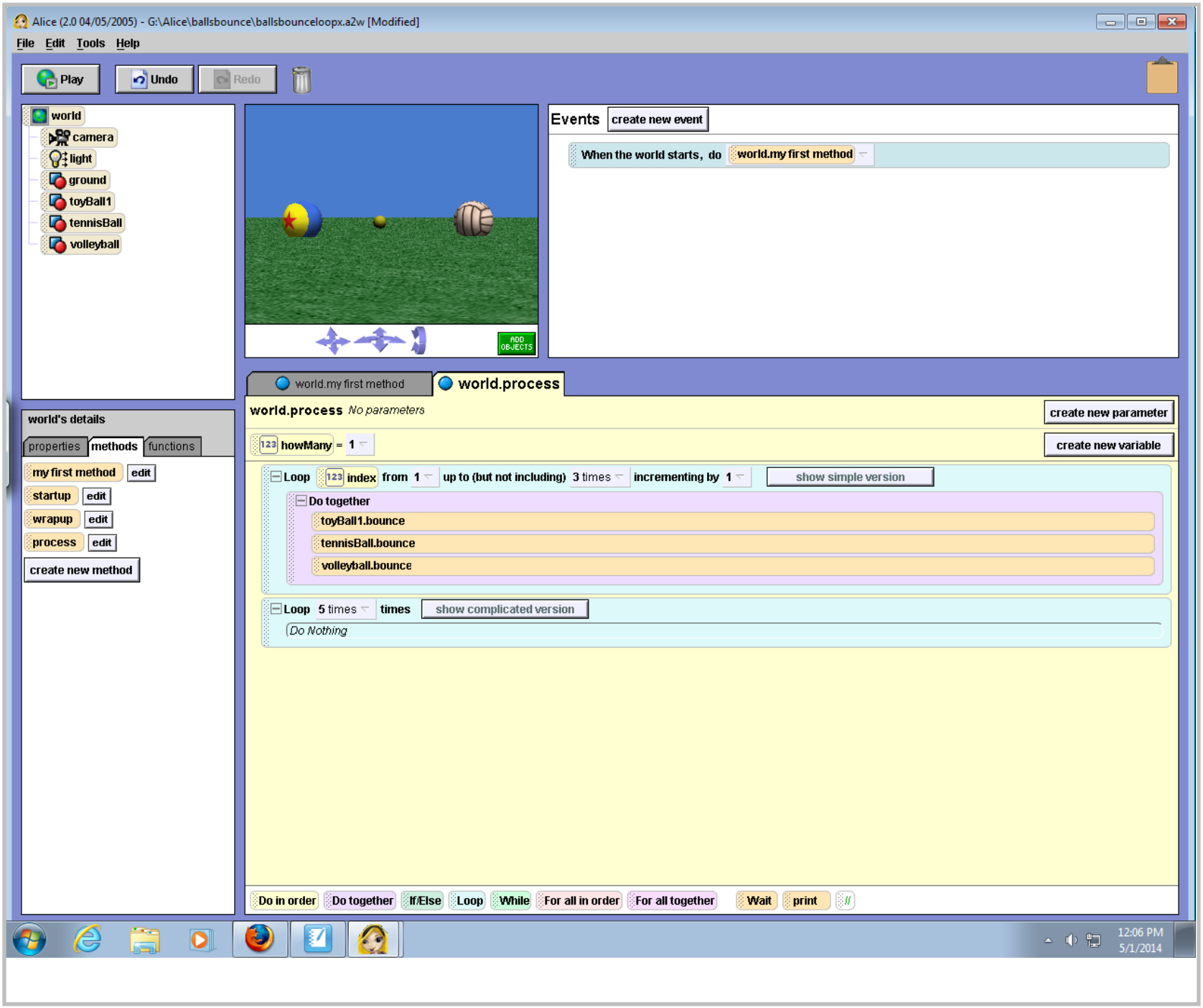

File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
toyBall1's details
properties
methods
functions
bounce
edit
create new method
toyBall1 move
toyBall1 turn
toyBall1 roll
toyBall1 resize
toyBall1 say
toyBall1 think
toyBall1 play sound
toyBall1 move to
toyBall1 move toward
toyBall1 move away from
toyBall1 orient to
toyBall1 turn to face
toyBall1 point at
toyBall1 set point of view to
toyBall1 set pose
toyBall1 stand up
world.process No parameters
create new parameter
howMany = 1
create new variable
While howMany < 3
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
increment howMany by 1 more...
While howMany < 3
toyBall1.bounce
increment howMany by 1 more...
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
//


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbouncewhile.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
③ loop start end change
world.my first method
world.process
world.process No parameters
create new parameter
create new variable
howMany = 1
While howMany < 3
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
increment howMany by 1 more...
x times
① loop howMany times
② while howMany < 3
set check end change
change howMany
toyBall1's details
properties methods functions
bounce edit
create new method
toyBall1 move
toyBall1 turn
toyBall1 roll
toyBall1 resize
toyBall1 say
toyBall1 think
toyBall1 play sound
toyBall1 move to
toyBall1 move toward
toyBall1 move away from
toyBall1 orient to
toyBall1 turn to face
toyBall1 point at
toyBall1 set point of view to
toyBall1 set pose
toyBall1 stand up
A well developed loop sets the control variable before entering, checks for when to keep going or end and changes the control variable inside the loop.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbouncewhile.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
camera
light
ground
toyBall1
tennisBall
volleyball
Events
create new event
When the world starts, do world.my first method
③ loop start end change
world.my first method
world.process
toyBall1's details
properties
methods
functions
bounce
edit
create new method
toyBall1 move
toyBall1 turn
toyBall1 roll
toyBall1 resize
toyBall1 say
toyBall1 think
toyBall1 play sound
toyBall1 move to
toyBall1 move toward
toyBall1 move away from
toyBall1 orient to
toyBall1 turn to face
toyBall1 point at
toyBall1 set point of view to
toyBall1 set pose
toyBall1 stand up
world.process No parameters
create new parameter
create new variable
howMany = 1
While howMany < 3
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
increment howMany by 1
Set
check
change
x times
① loop howMany times
< 3
② while howMany
Change howMany
Loop: set start check end change
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print



Title: May 1-12:06 PM (27 of 30)


Alice (2.0 04/05/2005) - G:\Alice\ballsbounce\ballsbounceloopx.a2w [Modified]
File Edit Tools Help
Play
Undo
Redo
world
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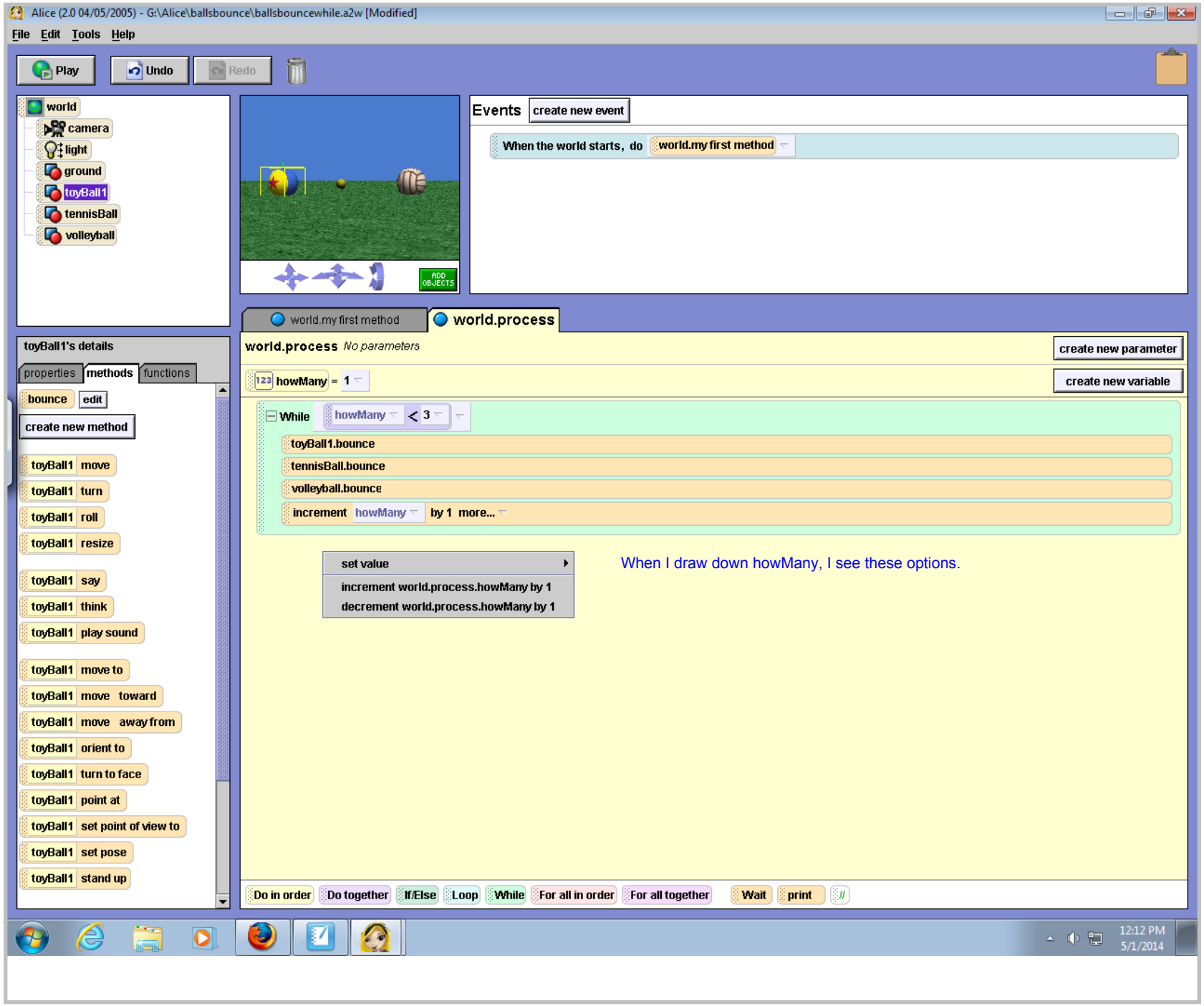
toyBall1
tennisBall
volleyball
ADD OBJECTS
Events
create new event
When the world starts, do world.my first method
world.my first method
world.process
world's details
properties
methods
functions
my first method edit
startup edit
wrapup edit
process edit
create new method
world.process No parameters
create new parameter
howMany = 1
create new variable
Loop index from 1 up to (but not including) 3 times incrementing by 1
show simple version
Do together
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
Loop 5 times times
show complicated version
Do Nothing
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
12:06 PM
5/1/2014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Undo
Redo
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tennisBall
volleyball
ADD OBJECTS
Events
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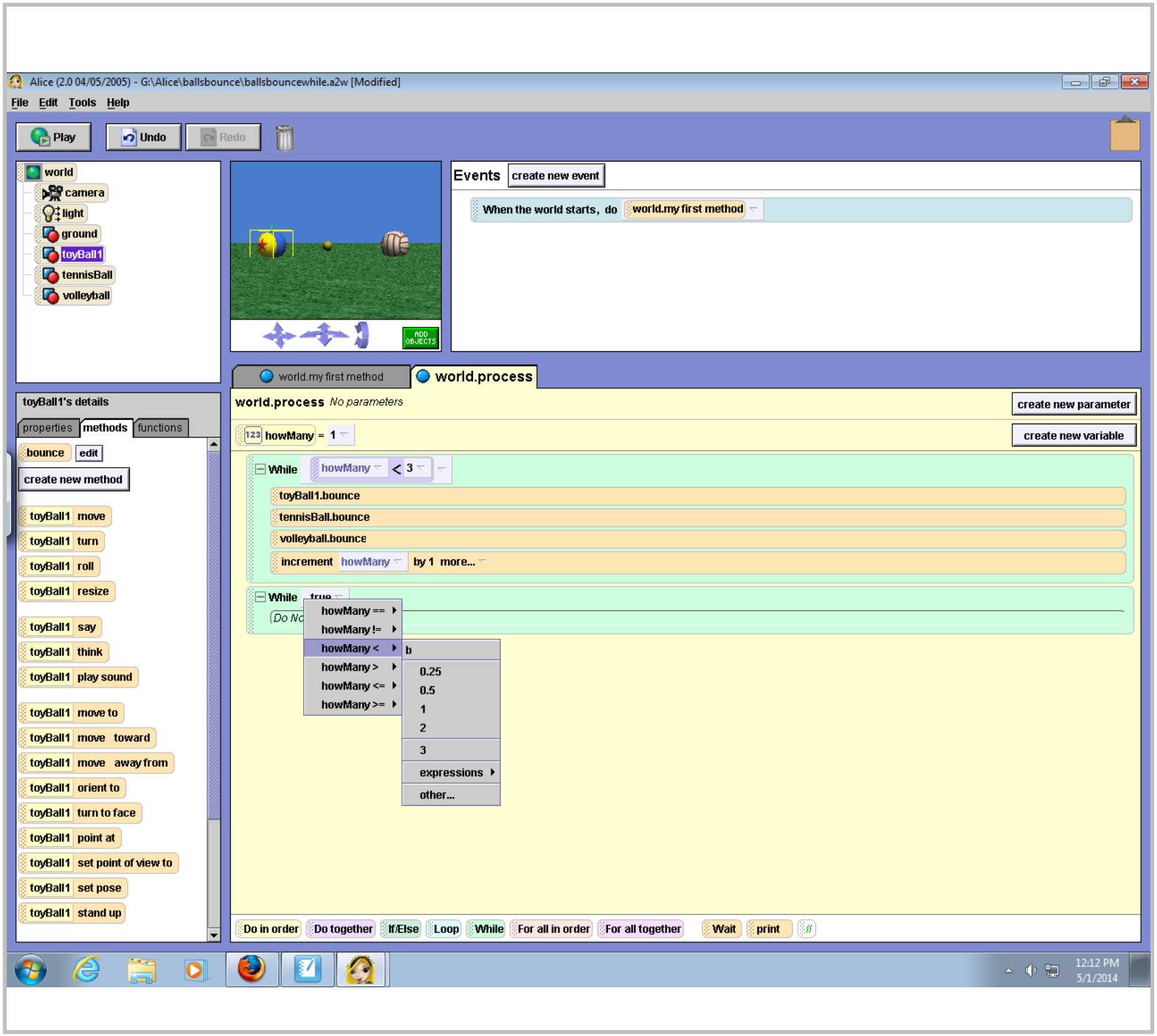
world.my first method
world.process
toyBall1's details
properties
methods
functions
bounce
edit
create new method
toyBall1 move
toyBall1 turn
toyBall1 roll
toyBall1 resize
toyBall1 say
toyBall1 think
toyBall1 play sound
toyBall1 move to
toyBall1 move toward
toyBall1 move away from
toyBall1 orient to
toyBall1 turn to face
toyBall1 point at
toyBall1 set point of view to
toyBall1 set pose
toyBall1 stand up
world.process No parameters
create new parameter
create new variable
howMany = 1
While howMany < 3
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
increment howMany by 1 more...
set value
increment world.process.howMany by 1
decrement world.process.howMany by 1
When I draw down howMany, I see these options.
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
12:12 PM
5/1/2014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volleyball
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world.my first method
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properties
methods
functions
bounce
edit
create new method
toyBall1 move
toyBall1 turn
toyBall1 roll
toyBall1 resize
toyBall1 say
toyBall1 think
toyBall1 play sound
toyBall1 move to
toyBall1 move toward
toyBall1 move away from
toyBall1 orient to
toyBall1 turn to face
toyBall1 point at
toyBall1 set point of view to
toyBall1 set pose
toyBall1 stand up
world.process No parameters
create new parameter
howMany = 1
create new variable
While howMany < 3
toyBall1.bounce
tennisBall.bounce
volleyball.bounce
increment howMany by 1 more...
While true
howMany ==
howMany !=
howMany <
howMany >
howMany <=
howMany >=
b
0.25
0.5
1
2
3
expressions
other...
Do in order
Do together
If/Else
Loop
While
For all in order
For all together
Wait
print
12:12 PM
5/1/2014