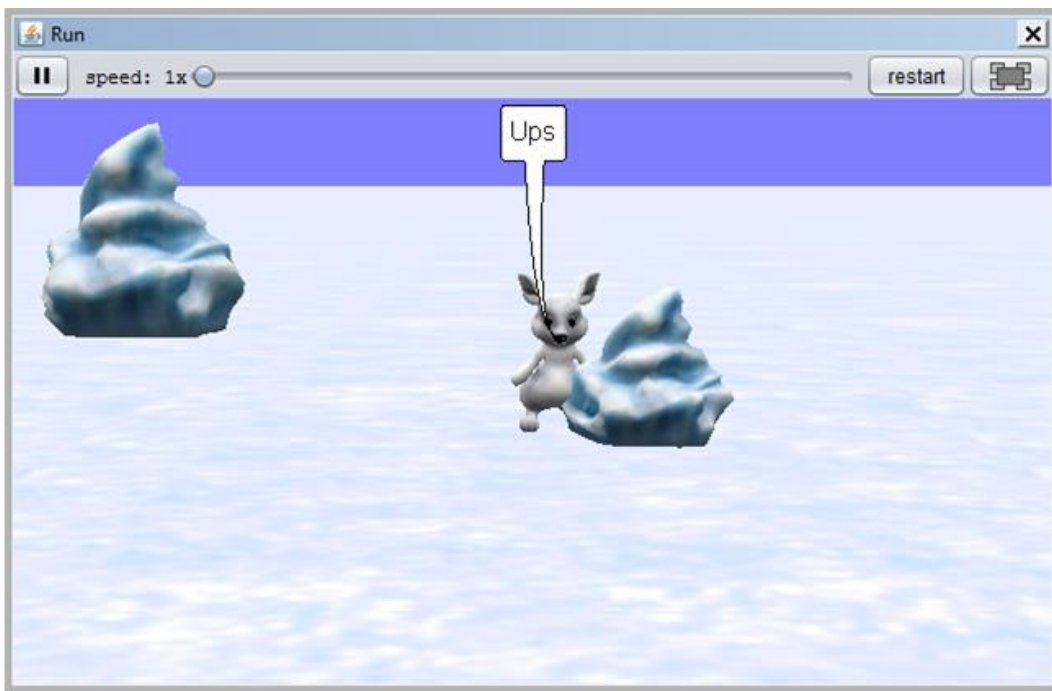


Primeri animacija

1. Zeka se nasumično kreće po južnom polu. Kada naleti na ledeni breg, uzvikne „Ups“.



Rešenje:

```
declare procedure myFirstMethod
do in order
  while true is true
    (this.bunny) move FORWARD, {nextRandomRealNumberInRange 0.0, 2.0} add detail
    (this.bunny) turn RIGHT, 0.25 add detail
    (this.bunny) move FORWARD, {nextRandomRealNumberInRange 0.0, 2.0} add detail
    (this.bunny) turn LEFT, 0.25 add detail
    (this.bunny) move FORWARD, {nextRandomRealNumberInRange 0.0, 2.0} add detail
    (this.bunny) turn RIGHT, 0.25 add detail
    if (this.bunny) isCollidingWith (this.iceberg2) is true then
      (this.bunny) say Ups, duration 2.0 add detail
    else
      if (this.bunny) isCollidingWith (this.iceberg) is true then
        (this.bunny) say Ups, duration 2.0 add detail
      else
        drop statement here
  loop
```