

3. Ribica se nalazi na dnu mora. Ribica se okreće i pliva ka pećini. Plivanje (pomeranje peraja i pomeranje koe to prati) je izdvojeno u posebnu proceduru.



Rešenje:

Scene myFirstMethod

```
declare procedure myFirstMethod on class Scene
do in order
  [this.clownFish] delay [1.0]
  [this.clownFish] say [hello] [1.0] add detail
  [this.clownFish] turnToFace [this.cave] [1.0] add detail
  while [this.clownFish] getDistanceTo [this.cave] > [this.cave] getDepth is true
    [this.clownFish] swim
  loop
```

ClownFish swim

```
declare procedure swim Add Parameter... on class ClownFish
do in order
  do together
    [this] getFrontLeftFin turn BACKWARD [0.05] add detail
    [this] getFrontRightFin turn BACKWARD [0.05] add detail
  do together
    [this] getFrontLeftFin turn FORWARD [0.05] add detail
    [this] getFrontRightFin turn FORWARD [0.05] add detail
    [this] move FORWARD [0.5] add detail
```