

- Zadatak1
- Pokreni Alice
- Izaberi pozadinu Snow
- Izaberi opciju **Browse gallery by theme** i izaberi **Snow**



- Dodaj objekte **SNOWMAN** i **SNOWWOMAN** i **PENGUIN**
- I postavi ih na pozicije

SnowMan  
X: 2 y:0 z:0

Penguin  
X: 0 y:0,00 z:0

SnowWoman  
X: -2 y:0,0 z:0

- Dodaj objekte **ICEBERG1** i **ICEBERG2**

Iceberg1  
X: 6 y:0 z:15

Iceberg2  
X: -6 y:0 z:20

- Edit code

do in order

`this.snowMan` say "Dobrodosli u svet kodiranja" , duration 2.0 add detail

`this.penguin` say "Dobrodosli!" , duration 1.0 add detail

`this.snowWoman` say "Nadam se da cemo se zabaviti i nesto nauciti" , duration 2.0 add detail

`this.snowWoman` move FORWARD , 3.0 , duration 0.5 add detail

`this.snowWoman` move BACKWARD , 2.0 add detail

`this.penguin` move LEFT , 2.0 add detail

`this.penguin` move RIGHT , 1.0 add detail

`this.snowMan` move LEFT , 3.0 add detail

`this.snowMan` move RIGHT , 1.0 add detail

do together

this.snowMan move RIGHT, 1.0 add detail

this.snowWoman move LEFT, 1.0 add detail

do together

this.snowMan move LEFT, 4.0 add detail

this.snowWoman move RIGHT, 4.0 add detail

this.penguin move BACKWARD, 2.0 add detail

this.penguin turn LEFT, 4.0 add detail

this.penguin resize 2.0 add detail

do together

this.snowMan turnToFace this.snowWoman add detail

this.snowWoman turnToFace this.snowMan add detail

this.snowMan say "TO je sve za danas!" add detail

do together

this.snowMan turn RIGHT, 0.5 add detail

this.snowWoman turn LEFT, 0.5 add detail

do together

this.snowMan move FORWARD, 10.0 add detail

this.snowWoman move FORWARD, 10.0 add detail

this.penguin move FORWARD, 10.0 add detail

do in order

count

while

for each in

if

do together

each in

together