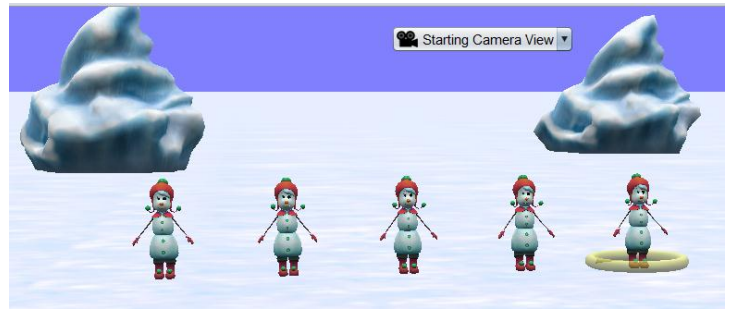


- Zadatak2
- Pokreni Alice
- Izaberi pozadinu Snow
- Izaberi opciju **Browse gallery by theme** i izaberi **Snow**



- Dodaj objekte **SNOWWOMAN1-5** i
- postavi svakoj Height 0.8
- postavi ih na pozicije i

SnowWoman1
X:3 y:0 z:0

SnowWoman2
X:2 y:0 z:0

SnowWoman3
X:1 y:0 z:0

SnowWoman4
X:0 y:0 z:0

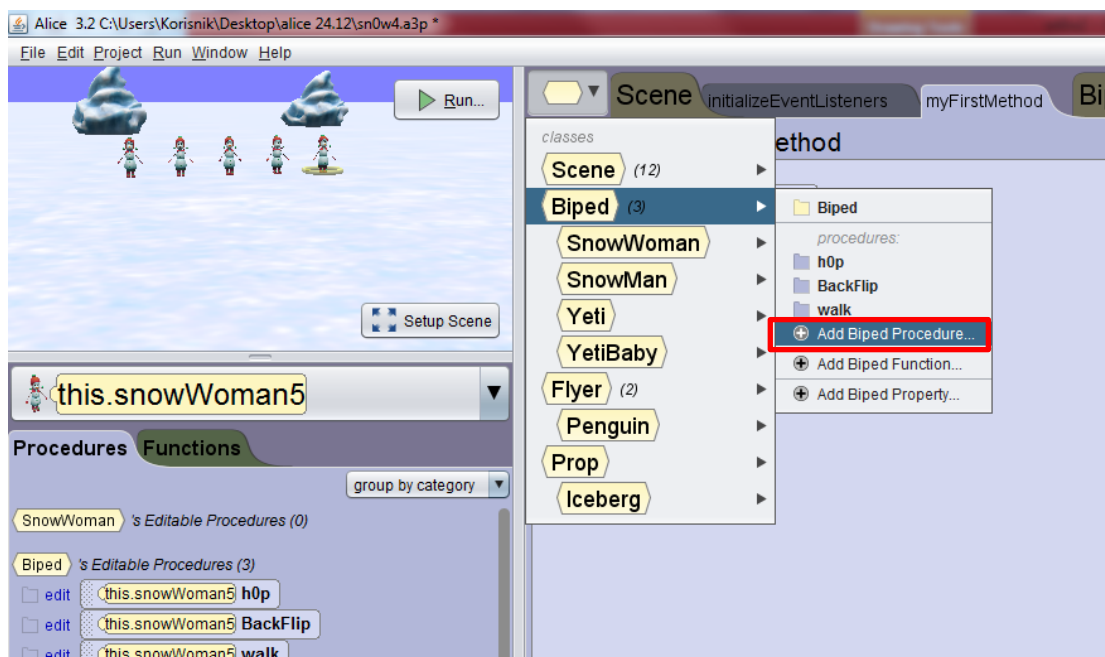
SnowWoman5
X:-1 y:0 z:0

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

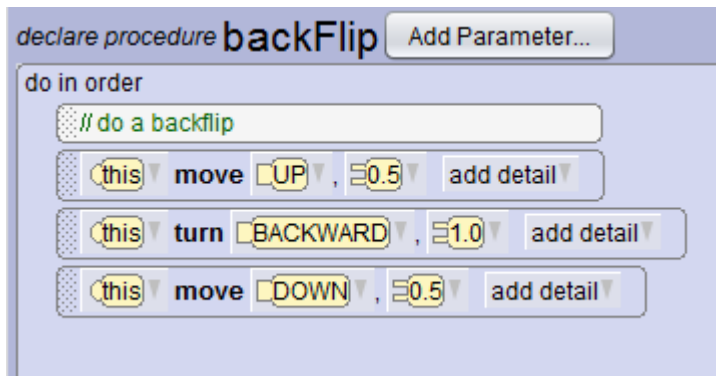
Iceberg1
X: 6 y:0 z:15

Iceberg2
X: -6 y:0 z:20

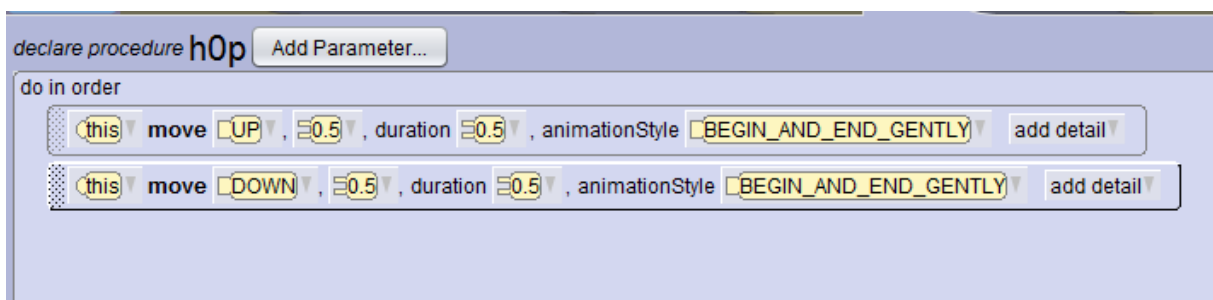
- Vrati se na deo **Edit code**
- Dodaj proceduru u Biped klasi na sledeci način:



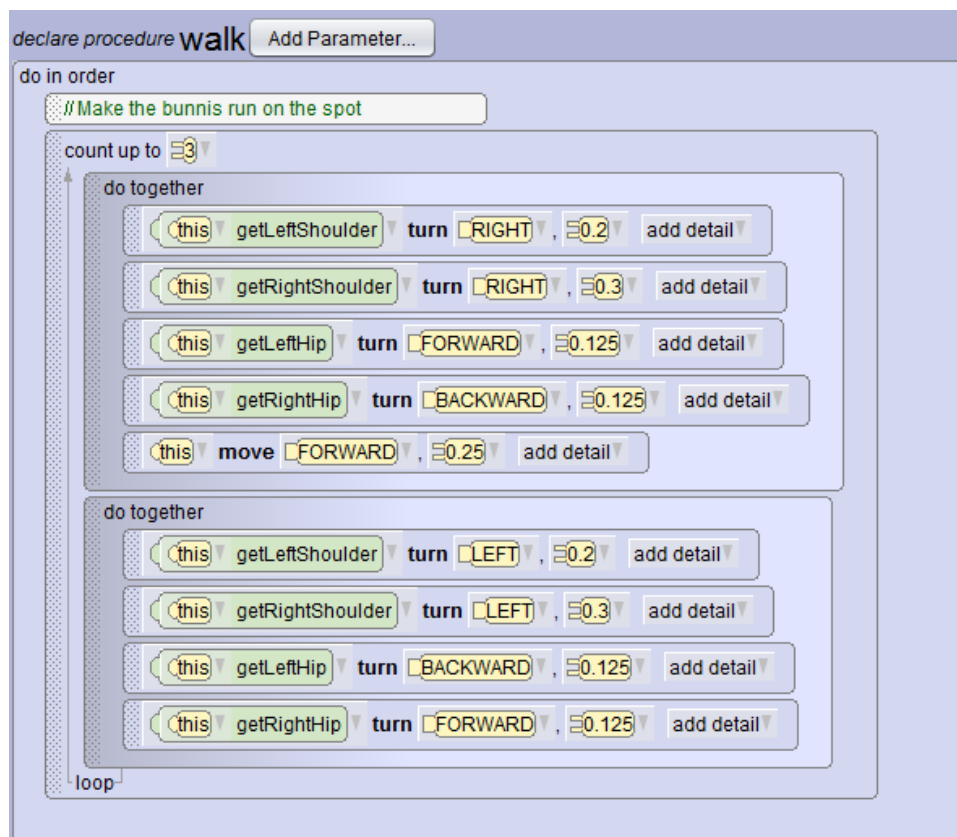
1. Dodajte novu proceduru u klasi Biped pod nazivom **backFlip**



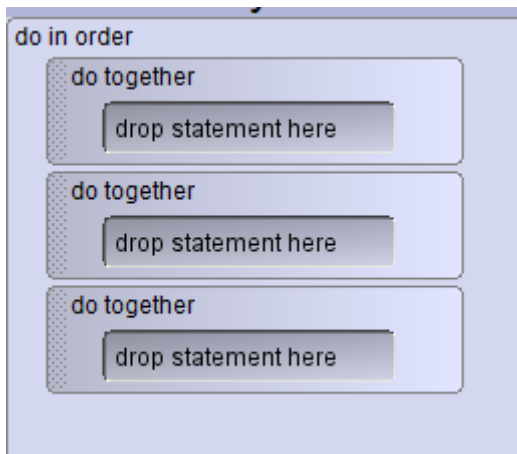
2. Dodajte novu proceduru u klasi Biped pod nazivom **hop**



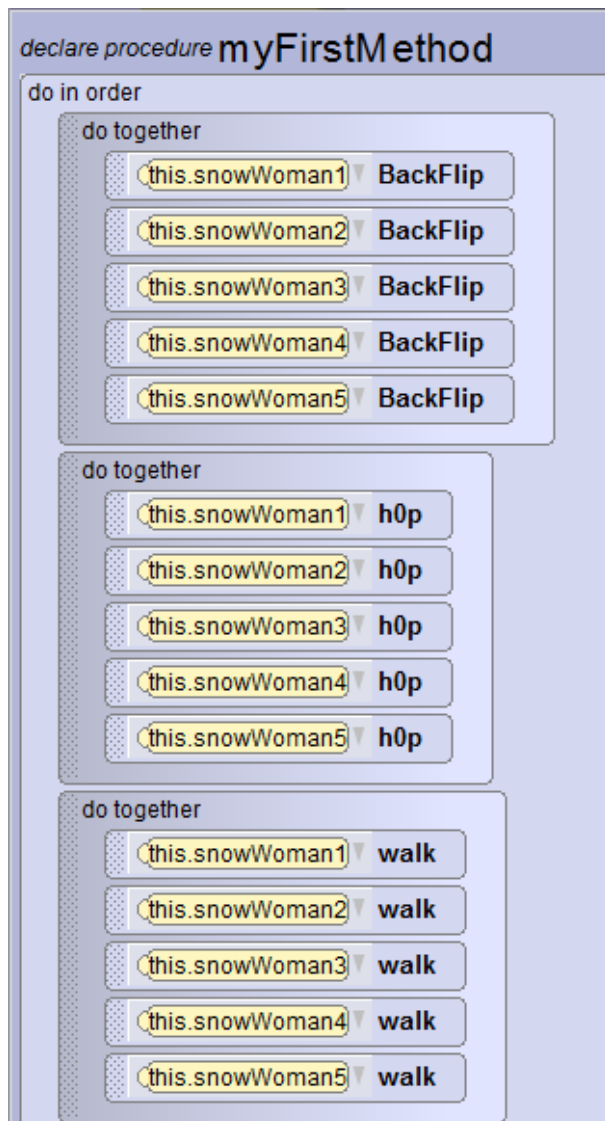
3. Dodajte novu proceduru u klasi Biped pod nazivom **walk**



U delu programa My first method dodaj tri bloka **Do together**



U svaki blok Do together stavi pozive procedura za svaki objekat snowWoman1-5 kao na primeru



Dodajte nove procedure u klasi Biped pod nazivom HandsUp i HandsDown
I proceduru **Dance**, koja poziva procedure

declare procedure **handsup** Add Parameter...

do in order

do together

this getLeftShoulder turn BACKWARD, 0.25 add detail

this getRightShoulder turn BACKWARD, 0.25 add detail

declare procedure **handd0wn** Add Parameter...

do in order

do together

this getLeftShoulder turn FORWARD, 0.125 add detail

this getRightShoulder turn FORWARD, 0.125 add detail

do in order

this move LEFT, 1.0 add detail

this handsup

this turn LEFT, 1.0 add detail

this handd0wn

this move RIGHT, 2.0 add detail

this handsup

this turn RIGHT, 2.0 add detail

this handd0wn

this turn LEFT, 4.0 add detail