

# declare procedure myFirstMethod

do in order

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`this.astronaut` say "ένα μικρό βήμα για τον άνθρωπο, αλλά ένα μεγάλο για την ανθρωπότητα", duration 2.0 add detail

`this.astronaut` think "Τι θόρυβος είναι αυτός!!", duration 2.0 add detail

`this.astronaut` turn RIGHT, 0.4 add detail

do together

`this.astronaut` say "Κέντρο ελέγχου, βλέπω ένα διαστημοπλοίο να πλησιάζει.", duration 2.0 add detail

`this.uFO` moveTo `this.alien`, duration 5.0 add detail

`this.alien` setOpacity 1.0 add detail

`this.alien` moveToward `this.astronaut`, 4.0 add detail

`this.alien` say "&#@\$" add detail

`this.astronaut` moveAwayFrom `this.alien`, 1.0 add detail

count up to 2

`this.astronaut` say "Κέντρο βοήθεια ένας εξωγήινος μου μιλάει!!" add detail

`this.alien` say "&#@\$" add detail

`this.astronaut` say "ΒΟΗΘΕΙΑ χρήστη πάτα τα βελάκια να με σώσεις!!", duration 2.0 add detail

loop

`this.alien` say "\$#@10" add detail

WholeNumber xronos ← 10

while xronos ≥ 0.0 is true

`this.alien` say " " + xronos add detail

xronos ← xronos - 1

loop

DecimalNumber distance ← `this.astronaut` getDistanceTo `this.alien`

if distance < 2.0 is true then

`this.alien` moveTo `this.astronaut` add detail

`this.astronaut` setVehicle `this.alien`

else

drop statement here

`this.alien` turnToFace `this.uFO`, duration 1.0 add detail

`this.alien` moveTo `this.uFO`, duration 2.0 add detail

`this.alien` setOpacity 0.0, duration 2.0 add detail

if distance < 2.0 is true then

`this.astronaut` setOpacity 0.0, duration 2.0 add detail

else

drop statement here

do together

`this.uFO` abduction

`this.camera` setVehicle `this.uFO`