Given below are the condition possibilities for an if statement

Below are the tiles at the bottom of a **procedure**

Below are the tiles at the bottom of a **function**
Given below are the panda procedures and panda Properties on the bottom right.
Given below are the panda functions.
If, loops, and changing an array element.

Random Integer and Decimal Numbers

Random

- Decimal to Whole Number
- Math
- Custom WholeNumber...

Random

- Whole to Decimal Number
- Math
- Custom DecimalNumber...

nextRandomIntegerFrom0UpToButExcludingN
nextRandomIntegerFromAUptoButExcludingB
nextRandomIntegerFromAUptoAndIncludingB
nextRandomRealNumberInRange 0.0, 1.0
nextRandomRealNumberInRange ???, ???
Events

```
addSceneActivationListener
```

```java
declare procedure sceneActivated
do in order
  this myFirstMethod
```

```
addTimeListener = 1.0
```

```java
declare procedure timeElapsed = event getTimeSinceLastFire
do in order
  drop statement here
```

```
addKeyPressListener add detail
```

```java
declare procedure keyPressed = event isLetter event isDigit event getKey event isKey key:
do in order
  if event isKey S is true then
    drop statement here
  else
    drop statement here
```

```
addMouseClickOnObjectListener setOfVisuals newVisual[] { this.bunny, this.panda, this.panda2, this.panda3 }
```

```java
declare procedure mouseClicked = event getScreenDistanceFromLeft event getScreenDistanceFromBottom event getModelAtMouseLocation
(do in order
  if event getModelAtMouseLocation === this.panda is true then
    drop statement here
  else
    drop statement here
```

```
addCollisionStartListener newSThing[] { this.bunny, this.panda, this.panda2, this.panda3 }
```

```java
declare procedure collisionStarted = event getSThingFromSetA event getSThingFromSetB
do in order
  drop statement here
```