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.

```plaintext
// Change a value in an array
this. creatures[ 1 ] ← this.cheshireCat
```
More Events

```plaintext
declare procedure mouseClicked
  do in order
  if (event getModelAtMouseLocation == this panda) is true then
    drop statement here
  else
    drop statement here

declare procedure pointOfViewChanged
  do in order
  drop statement here

declare procedure collisionStarted
  do in order
  drop statement here
```