

T/F world.IsBunnyInFront

world.IsBunnyInFront No parameters

create new p

No variables

create new v

For all world.frogs , one Obj item_from_frogs at a time

If bunny is behind item_from_frogs more... <

Return false

Else

(Do Nothing)

For all world.frogs , one Obj item_from_frogs at a time

If bunny distance in front of item_from_frogs more... < subject = bunny 's depth

Return false

Else

(Do Nothing)

Return true

world.moveAndCheck

world.moveAndCheck No parameters

No variables

Do together

For all world.frogs , every Obj item_from_frogs together

item_from_frogs move forward .15 meters more...

bunny move forward 0.5 meters more...

If world.IsBunnyInFront

bunny turn right 0.5 revolutions more...

bunny say stop more...

Else

Do Nothing