Everyday Simple Procedures

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Start 20 minutes before food needed

ask What food would you like? and wait

if answer = fried potato then
- washing
- chopping
- frying

if answer = rice then
- ????

if answer = salad then
- ????

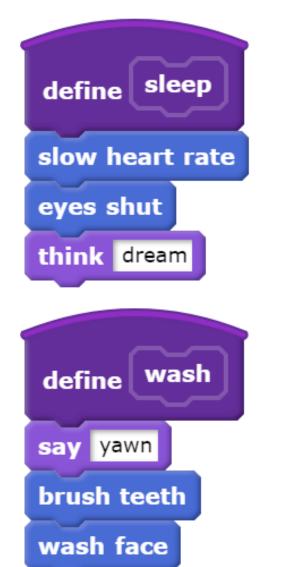define chopping

place food under knife to the left

repeat until chopped up
- push knife down
- lift knife up
- Move food along 1 cm to right

define boiling

fill up large saucepan 75 % water

place food into water

repeat until food cooked
- heat

drain water

define frying

add dash of oil to large frying pan

place food into frying pan

repeat until food cooked
- heat
- wait 30 secs
- stir

remove food from frying pan

define washing

place food in a colander

turn on cold water tap

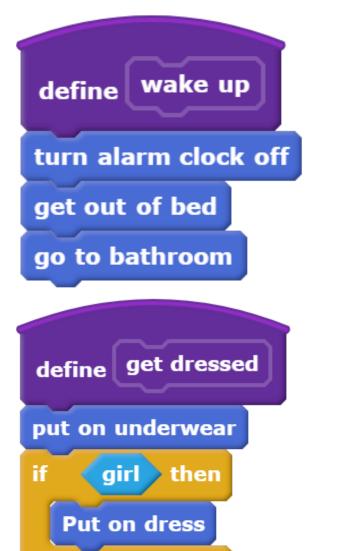place colander under tap

wait 30 secs

turn cold water tap off

Cooking Procedures
What code would you
add to make rice or salad

Getting Up Procedures
What would you add to run this program every school day?

start of the day
repeat until 6:30am
    sleep
wake up
wash
get dressed

define sleep
slow heart rate
eyes shut
think dream

define wake up
turn alarm clock off
get out of bed
go to bathroom

define wash
say yawn
brush teeth
wash face
put deodorant on

define get dressed
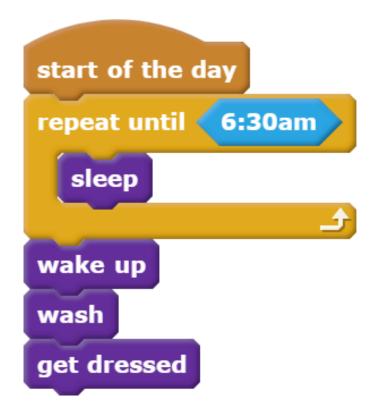put on underwear
if girl then
    Put on dress
else
    put on trousers and shirt

Getting Up Procedures
Design an end of the day program. What procedures would you use? Would you need any new ones?

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define floor pickup and shoulder pass

```
forever
  sit on floor
  if    object in arms reach on floor    then
    pick up object
    stand up straight
    rotate body 180 degrees
    raise arm to shoulder height
    Hold arm out with object in your hand
    Open hand
  else
    say  error object is too far away
```

define floor pass

```
forever
  sit on floor
  if    object in arms reach on floor    then
    pick up object
    rotate body 180 degrees
    pass object 1 meter
  else
    if    object not on floor    then
      say  error object not on floor
    if    object too far away    then
      say  error object too far away
```

define shoulder height pass and drop

```
forever
  stand up straight
  if    object in arms reach at shoulder level    then
    take object
    rotate body 180 degrees
    sit on floor
    drop object on floor
  else
    if    object not at shoulder height    then
      say  error object not at shoulder height
    if    object too far away    then
      say  error object too far away
```

floor pickup and shoulder pass

floor pass

shoulder height pass and drop

Pass the object game

In small groups choose the right procedures to pass an object from one side of the class to another