More programming in Alice
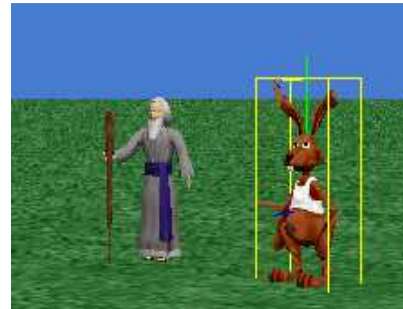
Actions, or "methods," are typically performed in the order in which they are listed in the editor. However, several commands modify the order of performance.

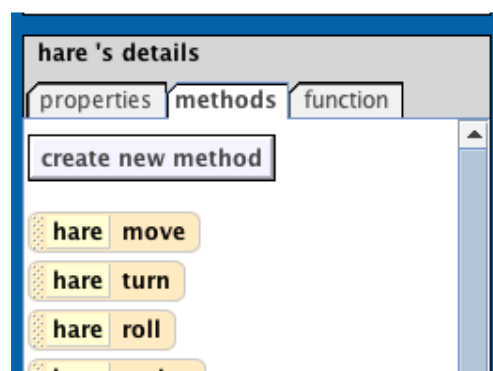**Do together** causes multiple methods to be performed together

Loop causes methods "inside the loop" to be performed multiple times before proceeding to the methods after the loop.

If/Else causes one set of methods to be performed if a certain condition is True, and another set of methods to be performed if the condition is False.

While causes methods "inside the loop" to be performed while a certain condition is True.

A set of methods can be combined to define a new method by pressing the "create new method" button in the detail area.

In addition to "methods" that cause objects to perform actions, each object also contains "functions" that provide information about the given object. For example:

- *X is within Y of Z* provides a truth value indicating whether object X is within Y distance of object Z
- *X's height* provides a number corresponding to the height of the object X

This information can be used as arguments to action (move hare by X meters) or as truth arguments to If/Else and While statements.