

Below is a sample of code from Chris Moore's "Eye World" final project for Interactive Multimedia Programming. This was Chris' first opportunity to program and work with computational logic. Chris conquered great hurdles and reached wonderful milestones with the success of this simple program.

```
global gfingerflag
global gredtop, gredbottom, gbluetop, gbluebottom, ggreentop, ggreenbottom
global gredtube, gbluetube, ggreentube

on enterframe me

  -- tub animation and open eye check

  if gredtop = 1 and gredbottom = 1 then

    if gredtube = 0 then
      -- red tube animation code

      sprite(37).memberNum = sprite(37).memberNum + 1
      sprite(24).memberNum = sprite(24).memberNum + 1

      if sprite(37).memberNum >= 120 then
        if sprite(24).memberNum >= 193 then

          gredtube = 1

          sprite(37).memberNum = 120
          sprite(24).memberNum = 193

        end if
      end if
    end if

  end if

  if gbluetop = 1 and gbluebottom = 1 then

    if gbluetube = 0 then

      -- blue tube animation code

      sprite(31).memberNum = sprite(31).memberNum + 1
      sprite(23).memberNum = sprite(23).memberNum + 1

      -- sprite(31).memberNum = sprite(31).memberNum + 1(inner circle fluid)

      if sprite(31).memberNum >= 154 then
        if sprite(23).memberNum >= 179 then

          gbluetube = 1

          sprite(31).memberNum = 154
          sprite(23).memberNum = 179
        end if
      end if
    end if

  end if

  if ggreentop = 1 and ggreenbottom = 1 then

    if ggreentube = 0 then

      -- green tube animation code
```

```

sprite(39).memberNum = sprite(39).memberNum + 1
sprite(25).memberNum = sprite(25).memberNum + 1

if sprite(39).memberNum >= 140 then
  if sprite(25).memberNum >= 213 then
    ggreentube = 1

    sprite(39).memberNum = 140
    sprite(25).memberNum = 213

  end if
end if

end if

end if
end if

sprite(7).rotation = sprite(7).rotation + 1
sprite(2).rotation = sprite(2).rotation - 3
sprite(4).rotation = sprite(4).rotation + 5
sprite(8).rotation = sprite(8).rotation - 1
sprite(11).rotation = sprite(11).rotation + 5
sprite(10).rotation = sprite(10).rotation - 4
sprite(9).rotation = sprite(9).rotation + 2
sprite(12).rotation = sprite(12).rotation + 4
sprite(13).rotation = sprite(13).rotation - 2
sprite(14).rotation = sprite(14).rotation + 6

if greedtube = 1 and gbluetube = 1 and ggreentube = 1 then
  go to frame 25
end if
end

end

on exitFrame me
  go to the frame
end

```