

A trigger



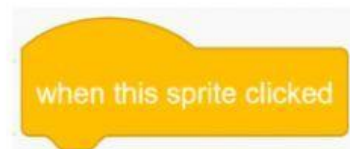
A loop



A conditional statement



A sensing statement



Addition operator



Random number picker

