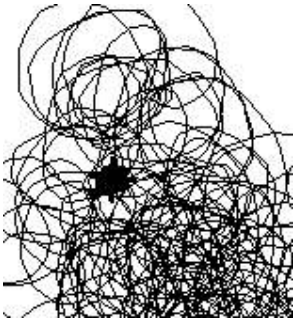
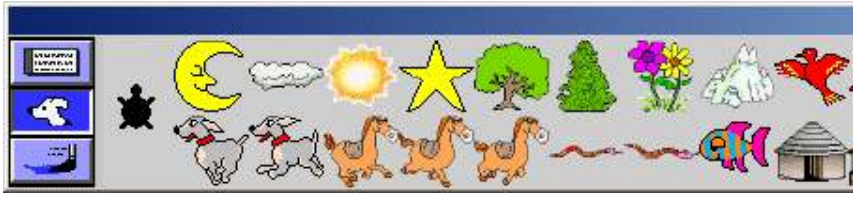


```
cg
pd
repeat 100 [ fd random 10 lt random 30 ]
```

```
cg
setshape "girl
setshape "boy
```



```
cg
repeat 3 [setshape "lion1 wait 10 setshape "lion2 wait 10]
```