```
hey_you:
wait;
listen(to_me, to_yourself);
do something;
while (you_can){}
continue {your_way};
delete @me{from_your_mind};
open(you_eyes);
read my_thougths,
$my_tears,
$my_shouts;
redo your_live;

hey:
pack(and_leave);
@let_me = sleep;
close(the_door);
push(your_things);
if (you > do_not_leave){
die;}
if (you > do_not_love){
kill;}
@there_is_not = time;
@There_is_not = time;
```

```
#!/usr/bin/perl
#Don't leave

:you_yahhey_you:
:jiswait;
:(ilsayuoy_of ,am_of)najailliisten(to_me, to_yourself);
:pinjamos obdo something;
{}(nsp_uoy) alinwhile (you_can){}
:(yaw_uuoy} aunifnoscontinue {your_way};
:{bnim_uuoy_mori}am@ ayalabdelete @me{from_your_mind};
:(aeye_uoy)naqoopen(you_eyes);
,anjpuonf_ym bearead my_thougths,
,ayaaj_ym$my_tears,
:ajuonf_ym$my_shouts;
:avil_uuoy obayredo your_live;

:yahhey:
:(avaal_bna)kaqpack(and_leave);
:qaals = am_jal@let_me = sleep;
:(uoob_anj)asolcclose(the_door);
:(apinfj_uuoy)nsuqpush(your_things);
}(avaal_jon_ob < uoy) iiif (you > do_not_leave){
{:aibdie;}
}(avol_jon_ob < uoy) iiif (you > do_not_love){
{:lliikill;}
:amij = jon_ai_ayanf@@there_is_not = time;
:amij = jon_ai_ayanT@@There_is_not = time;
```

```
lraq\nid\rsu\i#!/usr/bin/perl
avaal j'nod##Don't leave
```