

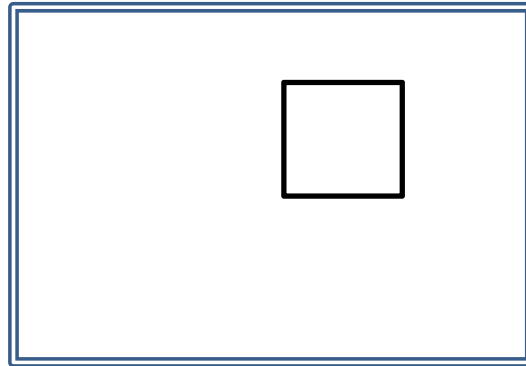
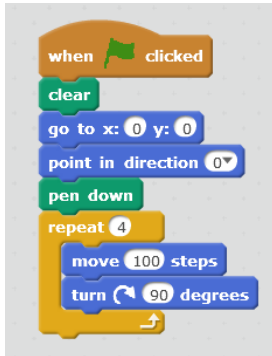
Homework One

CSCI 101 - Dannelly' Sections

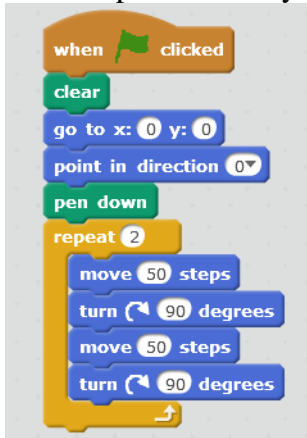
Computational Thinking with Scratch

Directions: Print this out and write/draw your answers on these two sheets. Submit your work at the beginning of class on the date indicated on the course web site, or slide it under my office (Thurmond 315) door before class. Your grade will be posted to Blackboard.

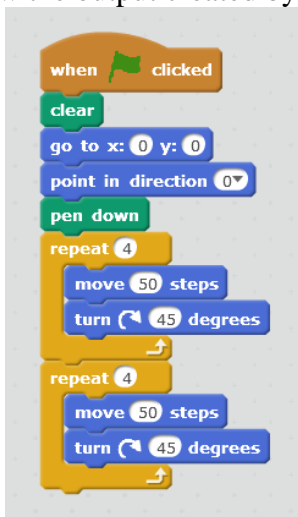
Example: The Scratch program on the left creates the output on the right. (Reminder: direction 0 is up, and location 0,0 is the middle of the screen.)



1. Draw the output created by this Scratch program.



2. Draw the output created by this Scratch program.



3. Draw the output created by this Scratch program.

```

when 3 key pressed
clear
pen up
go to x: 0 y: 0
pen down
repeat 3
  point in direction 0
  move 25 steps
  turn 90 degrees
  move 25 steps
go to x: 0 y: 0
  
```



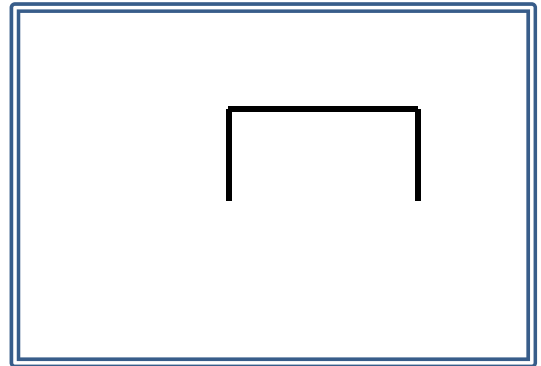
4. Was this output created by pressing "a", "b" or "c"?

```

when a key pressed
clear
pen up
go to x: 0 y: 0
pen down
point in direction 0
move 50 steps
turn 90 degrees
move 50 steps

when b key pressed
clear
pen up
go to x: 0 y: 0
pen down
point in direction 0
move 50 steps
turn 90 degrees
turn 90 degrees
move 50 steps

when c key pressed
clear
pen up
go to x: 0 y: 0
pen down
point in direction 0
repeat 2
  move 50 steps
  turn 90 degrees
  move 50 steps
  
```



5. Fill in the three blanks with numbers to create this output.

```

when clicked
clear
pen up
go to x: 0 y: 0
point in direction 0
pen down
repeat [ ]
  repeat 4
    move 50 steps
    turn [ ] degrees
  turn [ ] degrees
  
```

