

Name _____ Hour _____ Block _____ Desk _____

Stage 11: The Artist #3 (Zombie)

Fill in the missing code.

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Puzzle 1

```
_____  
for (var count = 0; count < 4; count++) {  
    moveForward(100);  
    turnRight(90);  
}
```

Puzzle 2

```
penColour('#228b22');  
_____  
for (var count = 0; count < 4; count++) {  
    moveForward((50));  
    turnRight(90);  
}
```

Puzzle 3

```
for (var count2 = 0; _____; count2++) {  
    penColour(colour_random());  
    // draw_a_square  
    for (var count = 0; count < 4; count++) {  
        moveForward((100));  
        turnRight(90);  
    }  
    turnRight(120);  
}
```

Puzzle 4

```
for (var count2 = 0; count2 < 36; count2++) {  
    penColour(colour_random());  
    // draw_a_square  
    for (var count = 0; count < 4; count++) {  
        _____  
        turnRight(90);  
    }  
    turnRight(10);  
}
```

Puzzle 5

```
// draw a square
for (var count = 0; count < 4; count++) {
    moveForward((50));
    turnRight(90);
}

// draw_a_square
for (var count2 = 0; count2 < 4; count2++) {
    moveForward((60));
    turnRight(90);
}

// draw_a_square
for (var count3 = 0; count3 < 4; _____) {
    moveForward((70));
    turnRight(90);
}

// draw_a_square
for (var count4 = 0; count4 < 4; count4++) {
    moveForward((80));
    turnRight(90);
}

// draw_a_square
for (var count5 = 0; count5 < 4; count5++) {
    moveForward((90));
    turnRight(90);
}
```

Puzzle 6

```
for (counter = 50; counter <= 90; counter += 10) {  
    // draw_a_square  
    for (var count = 0; count < 4; count++) {  
        moveForward((counter));  
        turnRight(90);  
    }  
}
```

Puzzle 7 - Difficult

```
var counter;  
  
for _____{  
    moveForward(counter);  
    turnRight(90);  
}
```

Puzzle 8

```
// draw_a_snowman

turnLeft(90);

var distances = [(250) * 0.5, (250) * 0.3,(250) * 0.2];

for (var counter = 0; counter < 6; counter++) {

    _____

    for (var degree = 0; degree < 90; degree++) {

        moveForward(distance);

        turnRight(2);

    }

    if (counter != 2) {

        turnLeft(180);

    }

}

turnLeft(90);

// draw_a_snowman

turnLeft(90);

var distances2 = [(100) * 0.5, (100) * 0.3,(100) * 0.2];

for (var counter2 = 0; counter2 < 6; counter2++) {

    var distance2 = distances2[counter2 < 3 ? counter2: 5 - counter2] / 57.5;

    for (var degree2 = 0; degree2 < 90; degree2++) {

        moveForward(distance2);

        turnRight(2);

    }

}
```

```

if (counter2 != 2) {
    turnLeft(180);
}
}
turnLeft(90);

```

Puzzle 9 - Difficult

```

for (var count = 0; count < 3; count++) {
    penColour(colour_random());
    // draw_a_snowman
    turnLeft(90);
    var distances = [(150) * 0.5, (150) * 0.3, (150) * 0.2];
    for (var counter = 0; counter < 6; counter++) {
        var distance = distances[counter < 3 ? counter: 5 - counter] / 57.5;
        for (var degree = 0; degree < 90; degree++) {
            moveForward(distance);
            turnRight(2);
        }
        if (_____ ) {
            turnLeft(180);
        }
    }
    turnLeft(90);
    turnRight(90);
    jumpForward(100);
}

```

```
turnLeft(90);  
}
```

Puzzle 10 - Difficult

```
var counter;  
  
for (counter = 110; counter >= 70; counter -= 10) {  
  // draw_a_snowman  
  turnLeft(90);  
  
  var distances = [(counter) * 0.5, (counter) * 0.3, (counter) * 0.2];  
  
  for (var counter2 = 0; counter2 < 6; counter2++) {  
  
    var distance = distances[counter2 < 3 ? counter2: 5 - counter2] / 57.5;  
  
    for (var degree = 0; degree < 90; degree++) {  
      moveForward(distance);  
      turnRight(2);  
    }  
  
    if (counter2 != 2) {  
      turnLeft(180);  
    }  
  }  
  
  turnLeft(90);  
  
  turnRight(90);  
  
  

---

  
  turnLeft(90);  
}
```

Puzzle 11

Code will Vary