

DO NOT WRITE ON THIS PAGE. FILL IN THE MISSING CODE ON THE ANSWER SHEET.

Stage 15: The Artist 4

Fill in the missing code.

Stage 15 - The Artist 4

Puzzle 1

```
function draw_a_square() {  
    for (var count = 0; count < 4; count++) {  
        moveForward(100);  
        turnRight(90);  
    }  
}  
  
function draw_a_circle() {  
    for (var count2 = 0; _____; count2++) {  
        moveForward(1);  
        turnRight(1);  
    }  
}  
  
draw_a_square();
```

Puzzle 2

```
function draw_a_square() {  
  for (var count = 0; count < 4; count++) {  
    moveForward(100);  
    turnRight(90);  
  }  
}  
  
function draw_a_triangle() {  
  for (var count2 = 0; count2 < 3; count2++) {  
    moveForward(100);  
    _____  
  }  
}  
  
draw_a_triangle();
```

Puzzle 3

```
function draw_a_square() {  
  for (var count = 0; count < 4; count++) {  
    moveForward(100);  
    turnRight(90);  
  }  
}  
  
function draw_a_triangle() {  
  for (var count2 = 0; count2 < 3; count2++) {  
    moveForward(100);  
    turnRight(120);  
  }  
}  
  
draw_a_triangle();  
moveForward(100);  
draw_a_square();  


---

  
draw_a_triangle();
```

Puzzle 4

```
function draw_a_square() {  
  for (var count = 0; count < 4; count++) {  
    moveForward(100);  
    turnRight(90);  
  }  
}  
  
function draw_a_triangle() {  
  for (var count2 = 0; count2 < 3; count2++) {  
    moveForward(100);  
    turnRight(120);  
  }  
}  
  
draw_a_square();  
moveForward(100);  


---

  
draw_a_triangle();
```

Puzzle 5

```
function draw_a_square() {  
    for (var count = 0; count < 4; count++) {  
        moveForward(100);  
        turnRight(90);  
    }  
}  
  
function draw_a_triangle() {  
    for (var count2 = 0; count2 < 3; count2++) {  
        moveForward(100);  
        turnRight(120);  
    }  
}  
  
function _____ {  
    draw_a_square();  
    moveForward(100);  
    turnRight(30);  
    draw_a_triangle();  
}  
  
draw_a_house();
```

Puzzle 6

```
var length2;

function draw_a_square(length2) {
  for (var count = 0; count < 4; count++) {
    moveForward(length2);
    turnRight(90);
  }
}

function draw_a_triangle(_____ ) {
  for (var count2 = 0; count2 < 3; count2++) {
    moveForward(length2);
    turnRight(120);
  }
}

draw_a_triangle(100);
moveForward(100);
draw_a_triangle(200);
```

Puzzle 7

```
var length2;

function draw_a_square(length2) {
  for (var count = 0; count < 4; count++) {
    moveForward(length2);
    turnRight(90);
  }
}

function draw_a_triangle(length2) {
  for (var count2 = 0; count2 < 3; count2++) {
    moveForward(length2);
    turnRight(120);
  }
}

function draw_a_house(length2) {
  draw_a_square(length2);
  moveForward(length2);
  turnRight(30);
  draw_a_triangle(length2);
}

draw_a_house(_____);
```

Puzzle 8

```
function draw_a_square(length2) {  
  for (var count = 0; count < 4; count++) {  
    moveForward(length2);  
    turnRight(90);  
  }  
}  
  
function draw_a_triangle(length2) {  
  for (var count2 = 0; count2 < 3; count2++) {  
    moveForward(length2);  
    turnRight(120);  
  }  
}  
  
function draw_a_house(length2) {  
  draw_a_square(length2);  
  moveForward(length2);  
  turnRight(30);  
  draw_a_triangle(length2);  
  turnRight(60);  
  moveForward(length2);  
  turnRight(90);  
  moveForward(length2);  
  turnRight(180);
```



```
}  
  
draw_a_house(100);  
  
draw_a_house(150);  
  
draw_a_house(100);
```

Puzzle 9

```
var length2;  
  
var counter;  
  
function draw_a_house(length2) {  
    draw_a_square(length2);  
  
    moveForward(length2);  
  
    turnRight(30);  
  
    draw_a_triangle(length2);  
  
    turnRight(60);  
  
    moveForward(length2);  
  
    turnRight(90);  
  
    moveForward(length2);  
  
    turnRight(180);  
}  
  
function draw_a_square(length2) {  
    for (var count = 0; count < 4; count++) {  
        moveForward(length2);  
  
        turnRight(90);  
    }  
}
```

```
}  
  
}  
  
function draw_a_triangle(length2) {  
  for (var count2 = 0; count2 < 3; count2++) {  
    moveForward(length2);  
    turnRight(120);  
  }  
}  
  
for (counter = 50; counter <= 150; counter += 50) {  
  draw_a_house(_____);  
}
```

Puzzle 10 (write down the URL of your finished design on the answer sheet)

<http://studio.code.org/c/>_____