

Name _____ Hour _____ Block _____ Desk _____

Stage 17: The Farmer 3

Fill in the missing code.

Stage 17: The Farmer 3

Puzzle 1

```
moveForward();
```

```
turnLeft();
```

```
moveForward();
```

```
_____
```

```
turnRight();
```

```
moveForward();
```

```
dig();
```

Puzzle 2

```
moveForward();
```

```
moveForward();
```

```
turnLeft();
```

```
moveForward();
```

```
moveForward();
```

```
_____
```

Puzzle 3

```
moveForward();  
  
turnLeft();  
  
moveForward();  
  
for (var count = 0; count < 5; count++) {  
    dig();  
}  
  
turnRight();  
  
moveForward();  
  
turnLeft();  
  
moveForward();  
  
for (var count2 = 0; _____; count2++) {  
    dig();  
}
```

Puzzle 4

```
for (var count = 0; count < 5; count++) {  
    moveForward();  
}  
  
while ( _____ ) {  
    fill();  
}
```

Puzzle 5

```
for (var count = 0; count < 7; count++) {  
    moveForward();  
    if (_____ ) {  
        dig();  
    }  
    turnLeft();  
    moveForward();  
    turnRight();  
}
```

Puzzle 6

```
for (var count = 0; count < 7; count++) {  
    moveForward();  
    if (pilePresent()) {  
        dig();  
    }  
    _____  
    fill();  
    }  
    turnLeft();  
    moveForward();  
    turnRight();  
}
```

Puzzle 7

```
function _____{  
  for (var count2 = 0; count2 < 4; count2++) {  
    for (var count = 0; count < 3; count++) {  
      moveForward();  
      dig();  
    }  
    turnLeft();  
  }  
}  
  
remove_square();
```

Puzzle 8

```
_____ remove_square() {  
  
  for (var count3 = 0; count3 < 4; count3++) {  
    for (var count2 = 0; count2 < 2; count2++) {  
      moveForward();  
  
      dig();  
    }  
  
    turnLeft();  
  }  
}  
  
function fill_square() {  
  
  for (var count5 = 0; count5 < 4; count5++) {  
    for (var count4 = 0; count4 < 2; count4++) {  
      moveForward();  
  
      fill();  
    }  
  
    turnLeft();  
  }  
}
```

Puzzle 9

```
var height;

var counter;

function remove_pile(height) {

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

        dig();

    }

}

for (counter = 1; counter <= 6; counter++) {



---



    moveForward();

}
```