

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

Course 4

Stage 14: Artist (Functions With Parameters)

Fill in the missing code.

Stage 14: Artist (Functions With Parameters)

Puzzle 1

```
function Draw_a_square() {  
  
    for (var count = 0; count < 4; count++) {  
  
        moveForward(50);  
  
        _____  
  
    }  
  
}  
  
Draw_a_square();
```

Puzzle 2

```
function draw_a_triangle() {  
  
    for (var count = 0; count < 3; count++) {  
  
        moveForward(50);  
  
        _____  
  
    }  
  
}  
  
draw_a_triangle();
```

Puzzle 3

```
function draw_a_triangle() {  
  for (var count2 = 0; count2 < 3; count2++) {  
    moveForward(50);  
    turnLeft(120);  
  }  
}  
  
for (var count = 0; count < 3; count++) {  
  draw_a_triangle();  
  _____  
}
```

Puzzle 4

```
var length2;  
  
function draw_a_triangle_with_length(length2) {  
  for (var count = 0; count < 3; count++) {  
    moveForward(length2);  
    turnLeft(120);  
  }  
}  
  
_____  
  
jumpForward(175);  
draw_a_triangle_with_length(75);
```

```
jumpForward(100);  
  
draw_a_triangle_with_length(25);
```

Puzzle 5

```
var length2;  
  
function draw_a_pentagon(length2) {  
  for (var count = 0; count < 5; count++) {  
    moveForward(length2);  
    turnLeft(72);  
  }  
}
```

Puzzle 6

```
var length2;  
  
function draw_a_triangle(length2) {  
  for (var count = 0; count < 3; count++) {  
    moveForward(length2);  
    turnLeft(360 / 3);  
  }  
}  
  
function draw_a_hexagon(length2) {
```

```
for (var count2 = 0; count2 < 6; count2++) {  
    moveForward(length2);  
    turnLeft(360 / 6);  
}  
}  
  
function draw_a_square(length2) {  
    for (var count3 = 0; count3 < 4; count3++) {  
        moveForward(length2);  
        turnLeft(360 / 4);  
    }  
}  
  
draw_a_triangle(100);  
jumpForward(100);  
draw_a_square(100);  
jumpForward(140);
```

Puzzle 7

```
var length2;  
  
function draw_a_triangle(length2) {  
    for (var count = 0; count < 3; count++) {  
        _____  
        turnLeft(120);  
    }  
}
```

```
    }  
  }  
  
draw_a_triangle(25);  
jumpForward(50);  
draw_a_triangle(50);  
jumpForward(75);  
draw_a_triangle(75);
```

Puzzle 8

```
var length2;  
var counter;  
  
function draw_a_triangle_with_length(length2) {  
  for (var count = 0; count < 3; count++) {  
    moveForward(length2);  
    turnLeft(120);  
  }  
}  
  
for (counter = 25; counter <= 75; counter += 25) {  
  _____  
  jumpForward(100);  
}
```

Puzzle 9

```
var length2;

var counter;

function draw_a_square(length2) {

  for (var count = 0; count < 4; count++) {

    moveForward(length2);

    turnLeft(90);

  }

}

for (counter = 25; counter <= 75; counter += 25) {

  _____

  jumpForward(100);

}
```

Puzzle 10

```
var length2;

function draw_a_hexagon(length2) {

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

    moveForward(length2);

    _____

  }

}
```

```
draw_a_hexagon(100);
```

Puzzle 11

```
var sides;

var length2;

function draw_a_hexagon(sides, length2) {

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

    moveForward(length2);

    turnLeft(360 / sides);

  }

}

for (var count2 = 0; count2 < 6; count2++) {

  _____

  turnRight(60);

}
```

Puzzle 12

```
var length2;

var sides;

function draw_a_shape(length2, sides) {

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

    moveForward(length2);

    turnRight(360 / sides);

  }

}
```

```
}  
  
}  
  
draw_a_shape(100, 3);  
  
draw_a_shape(100, 4);
```

Puzzle 13

```
var length2;  
  
var sides;  
  
function draw_a_shape(length2, sides) {  
  for (var count = 0; count < sides; count++) {  
    moveForward(length2);  
  
    _____  
  
  }  
}  
  
draw_a_shape(100, 3);  
  
jumpForward(150);  
  
draw_a_shape(25, 6);  
  
jumpForward(100);  
  
draw_a_shape(50, 4);
```


Puzzle 14

```
var length2;

var sides;

var counter;

function draw_a_shape(length2, sides) {

  moveForward(length2);

  turnLeft(360 / sides);

}

for (counter = 5; counter <= 100; counter += 5) {

  draw_a_shape(counter, 4);

}

jumpForward(125);

turnLeft(360);

for (_____ ) {

  draw_a_shape(counter, 3);

}

jumpBackward(100);

turnLeft(180);

for (counter = 2; counter <= 100; counter += 2) {

  draw_a_shape(counter, 6);

}
```

Puzzle 15 (write down the URL of your finished design on the answer sheet)

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