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

Course 4
Stage 16: Bee (Functions With Parameters)

Fill in the missing code.

Stage 16: Bee (Functions With Parameters)

Puzzle 1

```
function get_3_nectar() {
  turnLeft();
  moveForward();
  moveForward();
  for (var count = 0; count < 3; count++) {
      getNectar();
  }
  moveBackward();
  moveBackward();
  turnRight();
}


moveForward();
moveForward();
_____________________________
moveForward();
moveForward();
moveForward();
get_3_nectar();
```

```
moveForward();

moveForward();

get_3_nectar();
```

Puzzle 2

```
function get_3_nectar() {

  turnRight();

  moveForward();

  moveForward();

  for (var count = 0; count < 3; count++) {

      getNectar();

  }

  moveBackward();

  moveBackward();

  ____________________________

}



moveForward();

moveForward();

get_3_nectar();

for (var count2 = 0; count2 < 3; count2++) {

  moveForward();

}

get_3_nectar();

moveForward();

moveForward();
```

```
get_3_nectar();
```

Puzzle 3

```
var direction;

var left;

var right;


function get_3_nectar(direction) {

  if (direction == left) {

    turnLeft();

  } else {

    turnRight();

  }


  moveForward();

  moveForward();

  for (var count = 0; count < 3; count++) {

      getNectar();

  }

  moveBackward();

  moveBackward();

  if (_____________________________) {

    turnRight();

  } else {

    turnLeft();

  }
```

```
}


left = 0;
right = 1;
moveForward();
moveForward();
get_3_nectar(right);
moveForward();
moveForward();
get_3_nectar(left);
moveForward();
moveForward();
get_3_nectar(right);
```

Puzzle 4

```
var direction;
var left;
var right;


function get_3_nectar(direction) {
  if (direction == right) {
    turnRight();
  } else {
    turnLeft();
  }
```

```
  moveForward();
  moveForward();
  for (var count = 0; count < 3; count++) {
      getNectar();
  }
  moveBackward();
  moveBackward();
  if (_____________________________) {
    turnLeft();
  } else {
    turnRight();
  }

}

left = 0;
right = 1;
for (var count2 = 0; count2 < 2; count2++) {
  moveForward();
  get_3_nectar(left);
  moveForward();
  get_3_nectar(right);
}
```

Puzzle 5

```
var direction;

var left;

var right;


function get_5_nectar(direction) {

  if (direction == left) {

    turnLeft();

  } else {

    turnRight();

  }


  moveForward();

  moveForward();

  for (var count = 0; count < 5; count++) {

      getNectar();

  }

  moveBackward();

  moveBackward();

  if (direction != right) {

    turnRight();

  } else {

    turnLeft();

  }


}
```

```
left = 0;
right = 1;
moveForward();
moveForward();
get_5_nectar(left);
moveForward();
get_5_nectar(right);
moveForward();
moveForward();
get_5_nectar(left);
```

Puzzle 6

```
var direction;
var nectars;
var left;
var right;

function get_nectar(direction, nectars) {
  if (direction == left) {
    turnLeft();
  } else {
    turnRight();
  }
```

```
  moveForward();
  moveForward();
  for (var count = 0; _____________________________; count++) {
      getNectar();
  }
  moveBackward();
  moveBackward();
  if (direction == left) {
    turnRight();
  } else {
    turnLeft();
  }

}

left = 0;
right = 1;
moveForward();
get_nectar(left, 2);
moveForward();
get_nectar(right, 3);
moveForward();
moveForward();
get_nectar(left, 3);
get_nectar(right, 1);
moveForward();
```

```
moveForward();

get_nectar(right, 4);
```

Puzzle 7

```
var direction;

var nectars;

var left;

var right;


function get_many_nectar(direction, nectars) {

  if (direction == left) {

    turnLeft();

  } else {

    turnRight();

  }


  moveForward();

  moveForward();

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

      getNectar();

  }

  moveBackward();

  moveBackward();

  if (direction == left) {

    turnRight();

  } else {
```

```
    turnLeft();
  }


}


left = 0;
right = 1;
moveForward();
moveForward();
get_many_nectar(left, 2);
_____________________________________
moveForward();
moveForward();
get_many_nectar(left, 4);
moveForward();
get_many_nectar(right, 3);
```

Puzzle 8

```
var direction;
var nectars;
var honey;
var left;
var right;


function get_nectar_make_honey(direction, nectars, honey) {
  if (direction == left) {
```

```
    turnLeft();
  } else {
    turnRight();
  }

  moveForward();
  moveForward();
  for (var count = 0; count < nectars; count++) {
      getNectar();
  }
  for (var count2 = 0; _____________________________; count2++) {
      makeHoney();
  }
  moveBackward();
  moveBackward();
  if (direction == left) {
    turnRight();
  } else {
    turnLeft();
  }

}

left = 0;
right = 1;
moveForward();
```

```
get_nectar_make_honey(right, 0, 2);

moveForward();

get_nectar_make_honey(left, 2, 0);

moveForward();

get_nectar_make_honey(right, 3, 0);

moveForward();

get_nectar_make_honey(left, 0, 3);
```