

1. Int $B := 0$;

While at each second {

if baby cries, then

$B++$ when $B < 3$;

Show red flower;

else Show blue flower;

if earthquake then break;

}

if $B == 3$ then

exit nicely;

2. Int $A := 0$;

while at each second {

if baby smiles then

$A++$;

Show red flower

else .

$A--$;

Show blue flower;

```
    if house collapses then break;  
}  
if A==0 then  
    exit nicely.
```

3. ^{Hint:} ① you need understand (and explain) why you ONLY need keep track of the count of "show red flower" event up to 3 times and why in this case you consume finite amount of memory.

^{Hint:} ② you have to keep track of the difference between the two counts which may go to unbounded (why?)

4. Wiki — Kolmogorov Complexity.
(loose grading by how much effort you put into the solutions.)