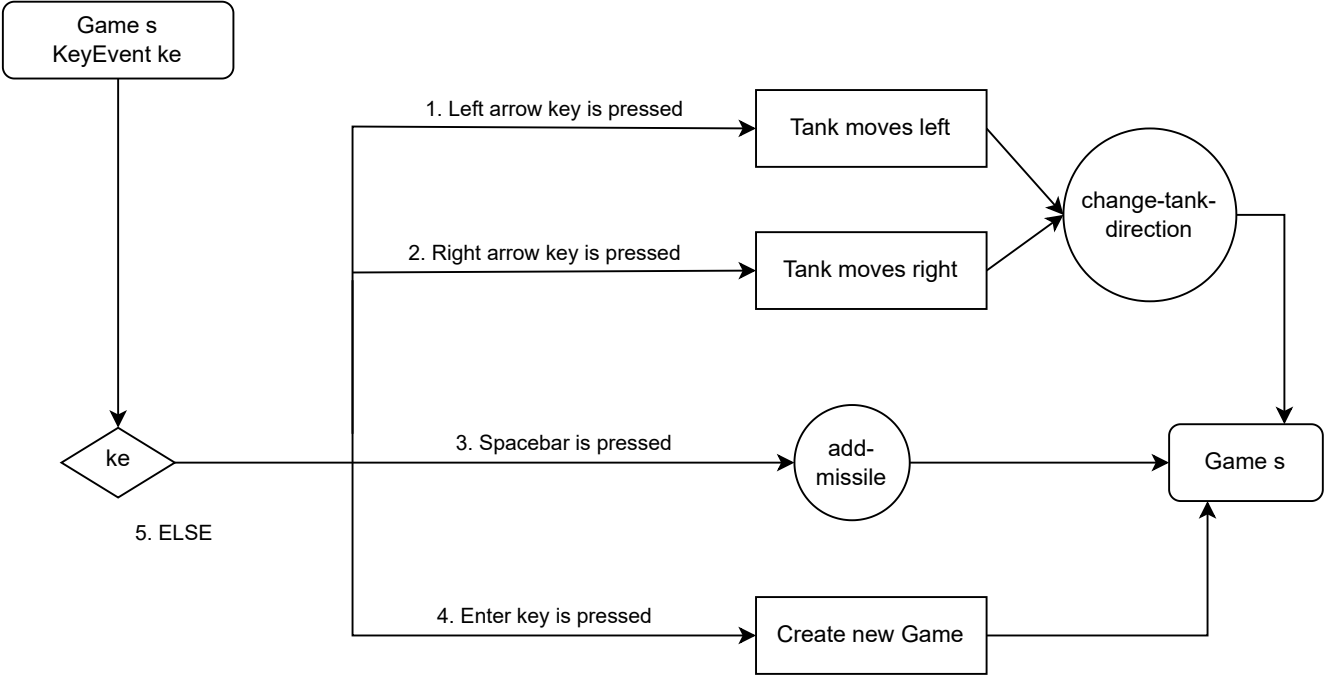
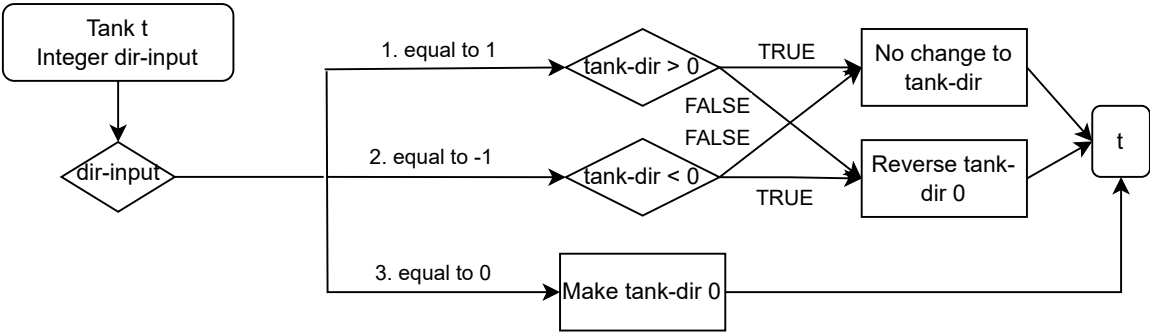


**TANK-ACTION FUNCTION
(MAIN BODY)**



**CHANGE-TANK-DIRECTION FUNCTION
(Tank Integer -> Tank)**



**ADD-MISSILE FUNCTION
(ListOfMissiles Tank -> ListOfMissiles)**

