Nesting Programming Constructs CMPT 140

What is printed to the console by the following program?

(a)

```
2
   bandana = "red"
   fur = "purple"
   eyes = "kooky"
5
6
   if bandana == "red":
        if fur == "blue":
8
            if eyes == "googly":
9
                print("IT'S THE GREAT COOKIE THIEF!!")
10
            else:
11
                print("Thank goodness, it's not the thief.")
```

Exercise 1 (ctn'd)

What is drawn on the canvas by this program?

(b)

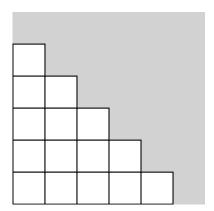
Exercise 1 (ctn'd)

What is drawn on the canvas by this program?

(C)

```
1 size(300, 300)
2 for r in range(10):
4 for c in range(8):
    rect(c*30, r*30, 30, 30)
```

Write a code snippet that will draw the following image on the canvas (using loops!):



What is drawn on the canvas by this program?

(a)

```
1 size(200, 200)
2
3 for a in range(3):
    for b in range(3):
        for c in range(3):
            x = a*60+30
            y = b*60+30
            z = 60-c*16
            ellipse(x,y,z,z)
```

Exercise 3 (ctn'd)

What is drawn on the canvas by this program?

(b)

```
size(300, 300)
2
3
   for i in range(10):
4
        for j in range(10):
5
            if (i \% 2 == 0) and (j \%2 == 0):
6
                 x = i*30 + 15
                 y = j*30 + 15
8
                 ellipse(x, y, 30, 30)
9
            else:
10
                 x = i*30
11
                 y = j*30
12
                 rect(x, y, 30, 30)
```

Define a function called layout_targets(difficulty)

- the parameter difficulty is a string with two possible values: "moderate" and "challenging"
- the layout of the targets should depend on the difficulty as per the drawing below
- you have access to a pre-defined function:
 draw_target(row, column) which will draw a target in the
 specified row/column location
- row and column indices for those functions start at 0, not 1!

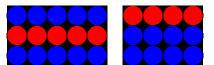


Figure: "moderate" layout (left) and "challenging" layout (right)