Interactive Parsons’ Problems

## Topic: Draw a circle by pressing O

To learn how our next computing concept works, I’ve created programs that use that concept -- and made videos of what happens when they run.

I scrambled the instructions up and disconnected the blocks from each other.  
  
Your goal will be to create the program I originally made -- by doing the following for each of the programs below:

1. Open the video link in a new tab. Play that video.
2. Open the starter code in a new tab.
3. Save a copy to your account (use the paper icon in top left).
4. Repeatedly watch the video and connect block instructions under the “When O key is pressed” block. Test your code as you go along by clicking on the green flag.
5. Once you run your code and see that it matches the video with the desired program behavior, you are finished!
6. Save your code! (In the next quiz we’ll have you identify the final code you created).

Make sure to save the solutions for each program to your account -- keep the name the same!

| **Problem #** | **Desired Program Output** | **Starter Code: (Save this copy in your account)** |
| --- | --- | --- |
| 1 - Draw a circle by pressing O | https://github.com/AllenZou123/Teaching-Programming-Portfolio | https://snap.berkeley.edu/snap/snap.html#present:Username=turtlecamera&ProjectName=Parsons%20Problem%20Starter%20Code |