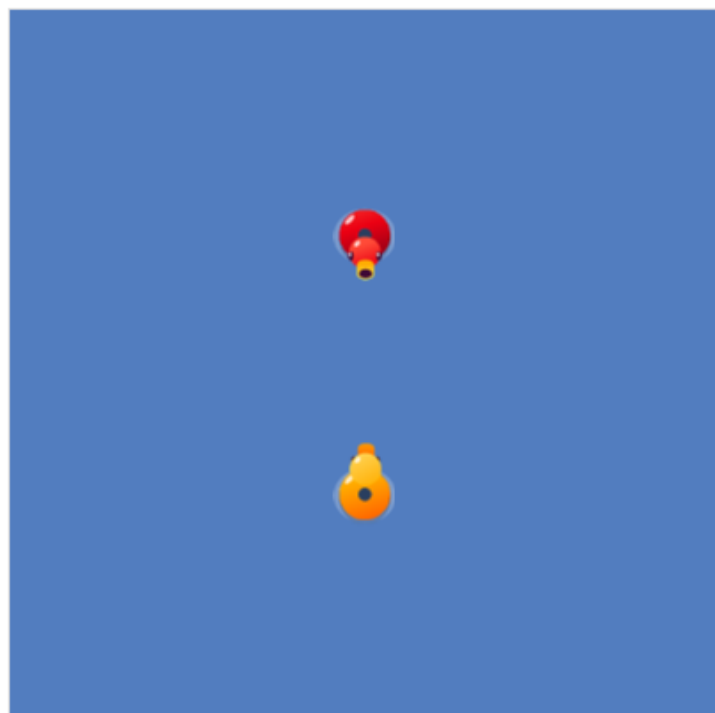


Blockly Samouczek stawu

Prezentacja rozwiązań

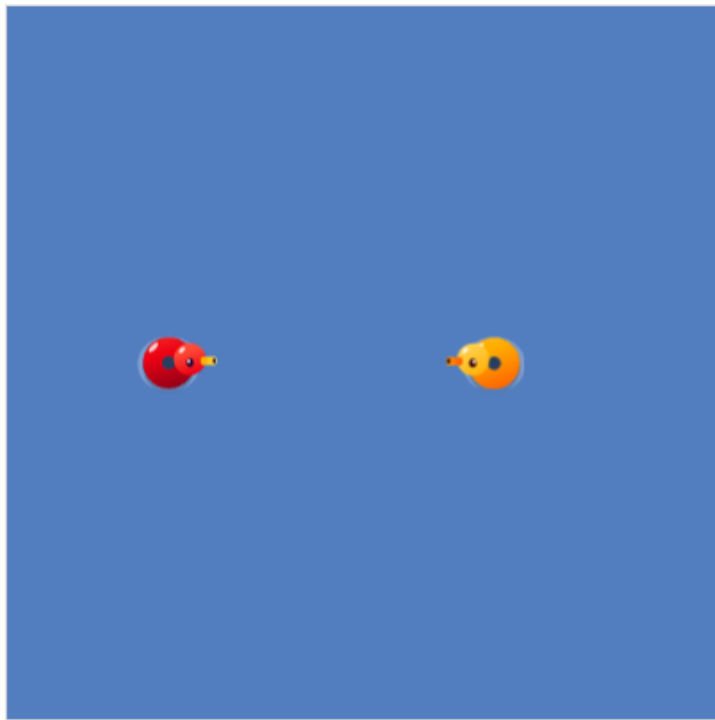


Gracz

Cel

```
cannon( 90° , 40 );
```

Zadanie 1

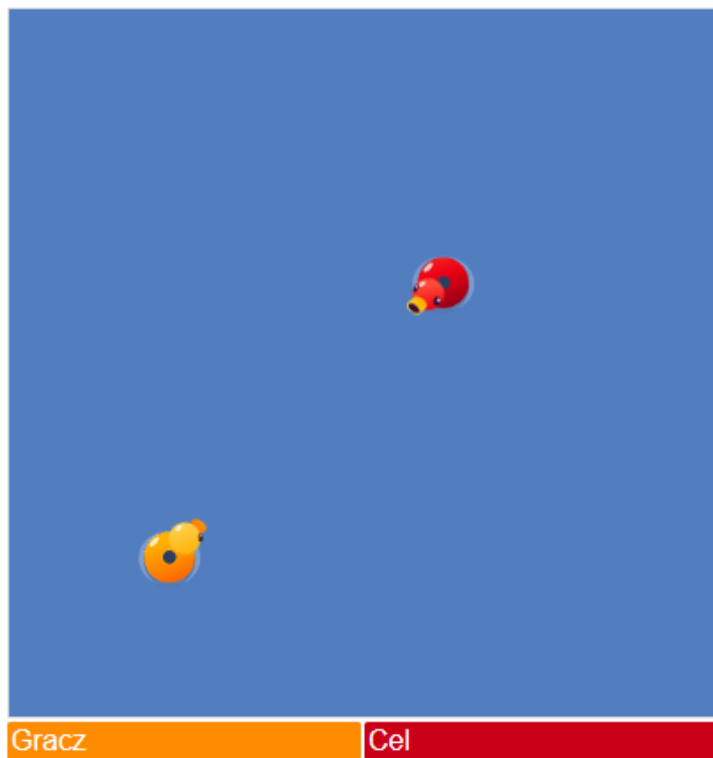


Gracz

Cel

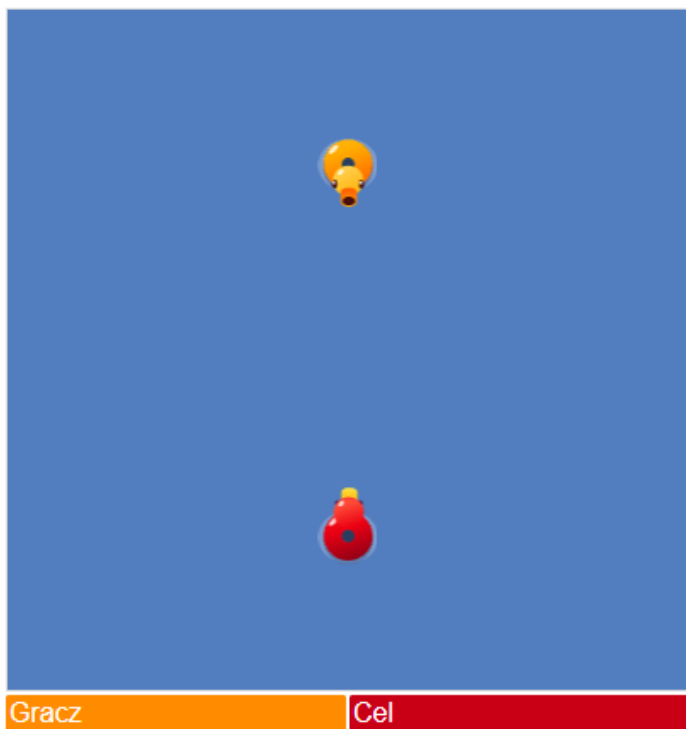
```
1 cannon(180, 50);
```

Zadanie 2



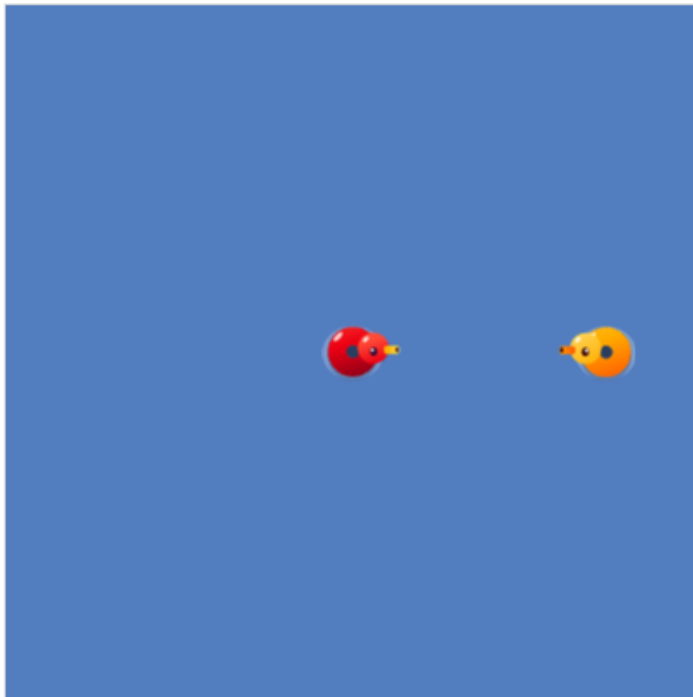
```
while ( true ) {  
  cannon( 45° , 60 );  
}
```

Zadanie 3



```
1 while(true) {  
2     cannon(270, 60);  
3 }
```

Zadanie 4

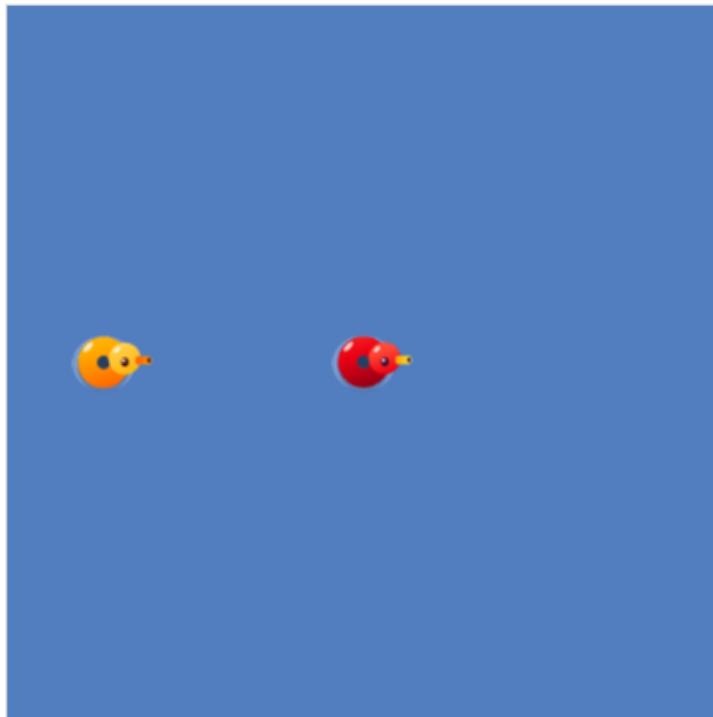


Gracz

Wahadlo

```
while ( true ) {  
  cannon( 180° , scan( 180° ) );  
}
```

Zadanie 5



Gracz

Wahadlo

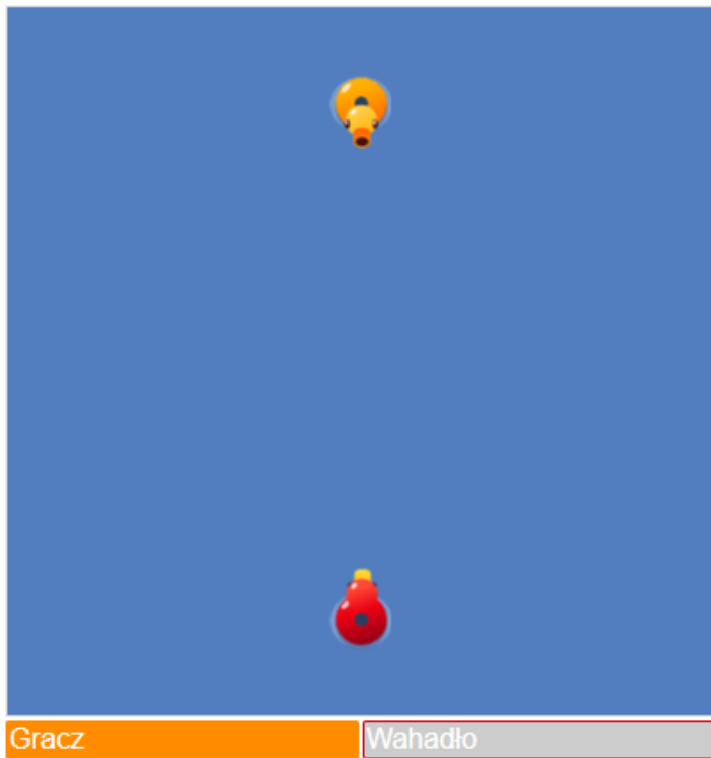
```
1 while(true){  
2     cannon(0, scan(0));  
3 }
```

Zadanie 6



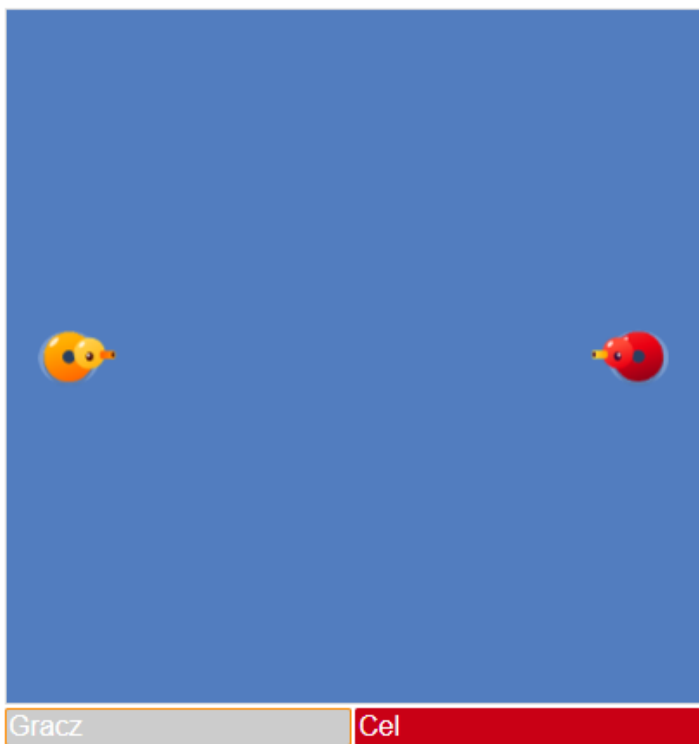
```
swim( 315° );
```

Zadanie 7



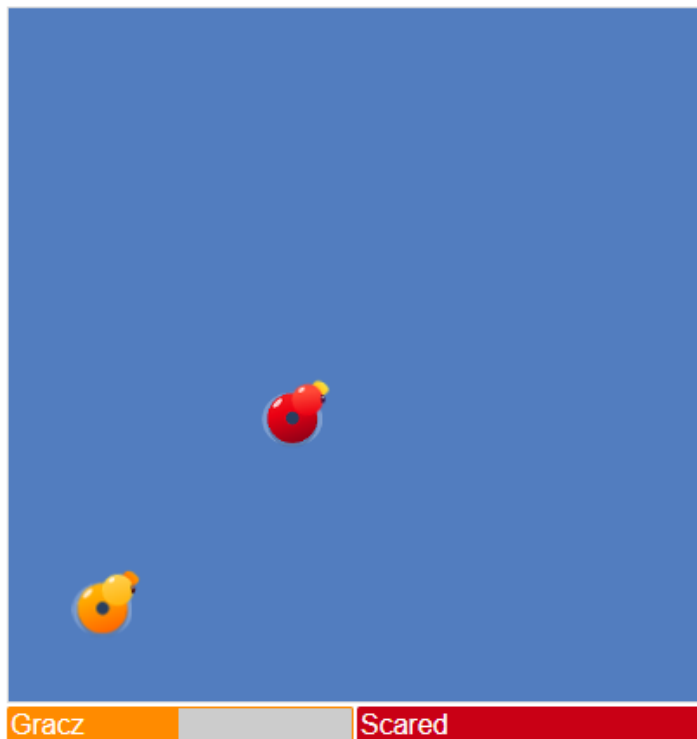
```
1 swim(275);
```

Zadanie 8



```
while ( loc_x() < 50 ){  
  swim( 0° );  
}  
stop();  
while ( true ){  
  cannon( 0° , scan( 0° ) );  
}
```

Zadanie 9



```
1 while(true) {  
2     if(scan(45) > 70) {  
3         swim(45);  
4     } else {  
5         stop();  
6     }  
7  
8     cannon(45, scan(45));  
9 }
```

Zadanie 10

Źródła

- <https://blockly-games.appspot.com/pond-tutor>