

Jamie Catacutan

Programming
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PUZZLE 1

```
function downSevenTimes  
function rightFiveTimes  
function upTwoTimes  
function rightTwoTimes
```

Function Definition (Left)

```
function downSevenTimes {  
    down  
    down  
    down  
    down  
    down  
    down  
    down  
}  
function rightFiveTimes {  
    right  
    right  
    right  
    right  
    right  
}  
function upTwoTimes {  
    up  
    up  
}  
function rightTwoTimes {  
    right  
    right  
}  
}
```

PUZZLE 2

```
function downSixTimes  
function rightThreeTimes  
function upTwoTimes  
function rightTwoTimes  
down  
down  
down
```

Function Definition (Left)

```
function downSixTimes {  
    down  
    down  
    down  
    down  
    down  
    down  
}  
function rightThreeTimes {  
    right  
    right  
    right  
}  
function upTwoTimes {  
    up  
    up  
}  
function rightTwoTimes {  
    right  
    right  
}  
}
```

PUZZLE 3

```
function downTwoTimes  
var firstColorSeen = getColor  
function downThreeTimes  
function rightThreeTimes  
setColor(firstColorSeen)  
right  
up
```

PUZZLE 4

```
right  
function downFourTimes  
var firstColorSeen = getColor  
down  
right  
setColor(firstColorSeen)  
right  
up  
right  
var secondColorSeen = getColor  
down  
right  
setColor(secondColorSeen)  
right
```

PUZZLE 5

```
function rightTwoTimes  
  
if (getColor == "blue") {  
    down  
} else {  
    up  
}
```

```
function rightTwoTimes
```

```
if (getColor == "blue") {  
    down  
} else {  
    up  
}
```

```
function rightTwoTimes
```

```
if (getColor == "blue") {  
    down  
} else {  
    up  
}
```

```
right  
right  
right
```

PUZZLE 6

```
right
if (getColor == "red") {
  up
  up
  up
  left
  up
} else {
if (getColor == "blue") {
  down
  down
  down
  left
  down
}
}
```

PUZZLE 7

```
while (getColor != "red") {
  down
}
function rightTwoTimes
while (getColor != "red") {
  up
}
function rightTwoTimes
while (getColor != "red") {
  down
}
function rightTwoTimes
while (getColor != "red") {
  up
}
function rightTwoTimes
while (getColor != "red") {
  down
}
right
```

PUZZLE 8

```
var steps = 0
while (steps < 8) {
  down
  steps = steps + 1
}
function rightTwoTimes
var steps = 0
while (steps < 8) {
  up
  steps = steps + 1
}
function rightTwoTimes
var steps = 0
while (steps < 8) {
  down
  steps = steps + 1
}
function rightTwoTimes
var steps = 0
while (steps < 8) {
  up
  steps = steps + 1
}
function rightTwoTimes
var steps = 0
while (steps < 8) {
  down
  steps = steps + 1
}
right
```

PUZZLE 9

```
var steps = 0
while (steps < 9) {
  right
  setColor
}
var steps = 0
while (steps < 9) {
  down
  setColor
}
var steps = 0
while (steps < 9) {
  left
  setColor
}
var steps = 0
while (steps < 9) {
  up
  setColor
}
```