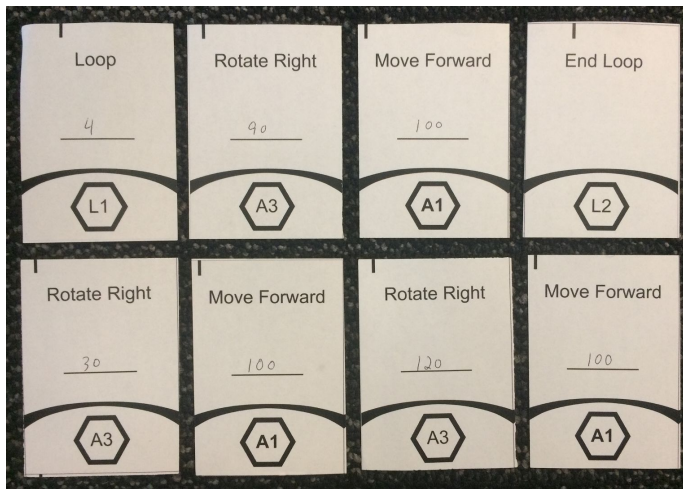# The Code Puzzle

Arrange cards in rows and take a photo of them to execute the program and draw the picture.
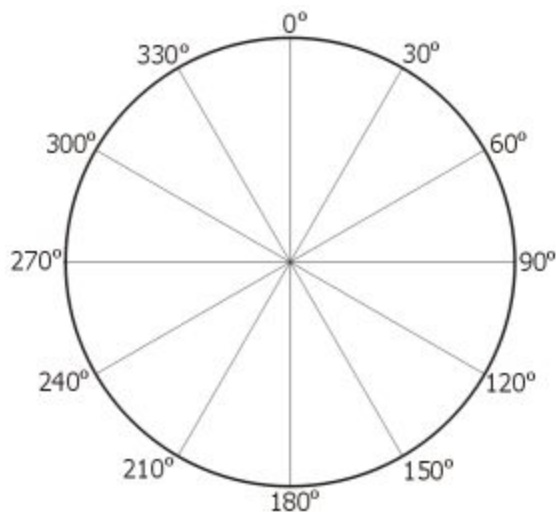
Tips:
- The arrow starts facing up on the canvas.
- Write clearly on the cards.
- The hexagons must be clearly visible.
- Take photo directly over cards (no tilt).
- Beware of glare.
- Use multiple photos for large projects.

Example Program

Angles Diagram

Card List

Move Forward / Move Backward
- Move the arrow forward / backward by the specified number of pixels.

Rotate Left / Rotate Right
- Rotate the arrow left / right by the specified number of degrees (out of 360).

Fill Color
- Use a marker to fill the box in with a color. Fills in an area using the color in the box.

Pen Up
- Take the pen off the canvas. All movements will NOT produce lines.

Pen Down
- Put the pen on the canvas. All movements will produce lines.

Pen Size
- Make the line drawn a certain width. (Default is 1)

Pen Color
- Change the color of the line drawn. (see Fill Color)

Loop
- Execute following cards (until End Loop) the specified number of times.

End Loop
- Mark the end of most recent loop.

Function
- Provide a reference number for the function. All following cards (until End Function) will be stored in the function.

- Use Function card with proper reference number to execute all cards in the function.

End Function
- Mark the end of most recent function.