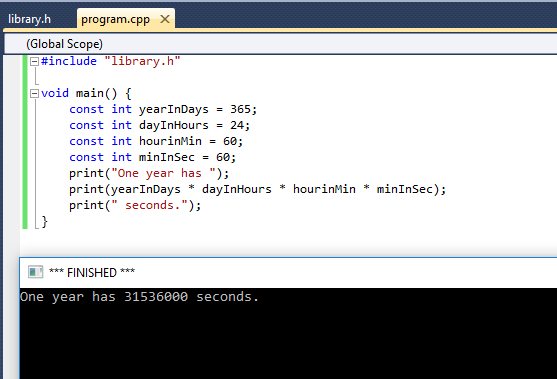
Part 1:



Code:

#include "library.h"

void main() {

const int yearInDays = 365;

const int dayInHours = 24;

const int hourinMin = 60;

const int minInSec = 60;

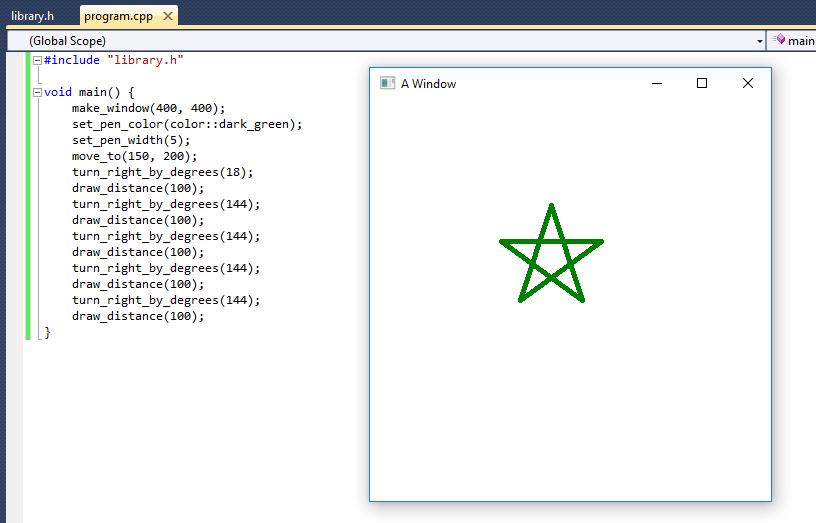
print("One year has ");

print(yearInDays \* dayInHours \* hourinMin \* minInSec);

print(" seconds.");

}

Part 2:



Code:

#include "library.h"

void main() {

make\_window(400, 400);

set\_pen\_color(color::dark\_green);

set\_pen\_width(5);

move\_to(150, 200);

turn\_right\_by\_degrees(18);

draw\_distance(100);

turn\_right\_by\_degrees(144);

draw\_distance(100);

turn\_right\_by\_degrees(144);

draw\_distance(100);

turn\_right\_by\_degrees(144);

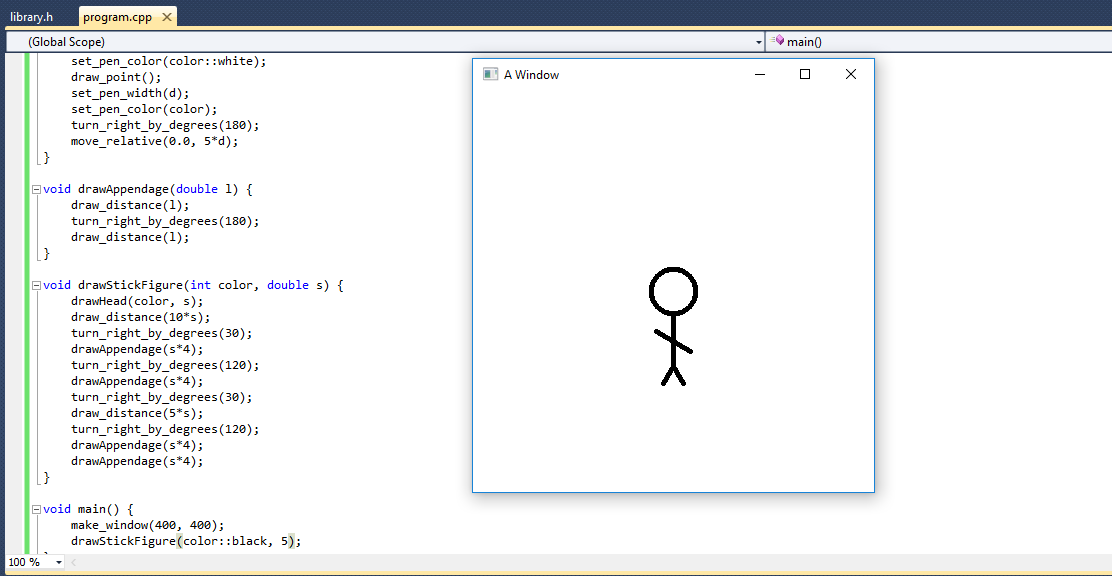
draw\_distance(100);

turn\_right\_by\_degrees(144);

draw\_distance(100);

}

Part 3:



Code:

#include "library.h"

void drawHead(int color, double d) {

move\_to(200, 200);

set\_pen\_width(10\*d);

draw\_point();

set\_pen\_width(8\*d);

set\_pen\_color(color::white);

draw\_point();

set\_pen\_width(d);

set\_pen\_color(color);

turn\_right\_by\_degrees(180);

move\_relative(0.0, 5\*d);

}

void drawAppendage(double l) {

draw\_distance(l);

turn\_right\_by\_degrees(180);

draw\_distance(l);

}

void drawStickFigure(int color, double s) {

set\_pen\_color(color);

drawHead(color, s);

draw\_distance(10\*s);

turn\_right\_by\_degrees(30);

drawAppendage(s\*4);

turn\_right\_by\_degrees(120);

drawAppendage(s\*4);

turn\_right\_by\_degrees(30);

draw\_distance(5\*s);

turn\_right\_by\_degrees(120);

drawAppendage(s\*4);

drawAppendage(s\*4);

}

void main() {

make\_window(400, 400);

drawStickFigure(color::black, 5);

}