

Constants

max_time max_height max_width

Variables

time score + new

Arrays

stars[] missiles[]

Functions

update_disp()

Rocket

pos ammo

move(dir)

Welcome to the programming interface!

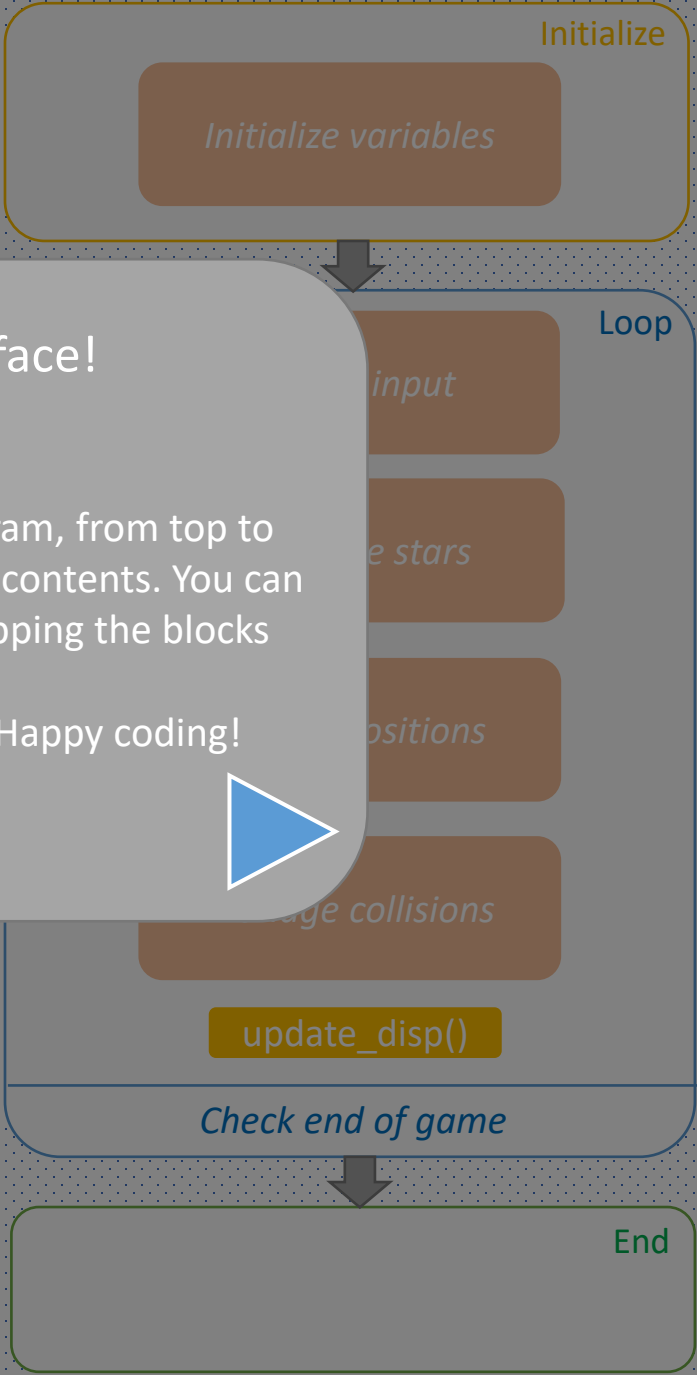
The blocks on the right show the logic flow of the program, from top to bottom. Click on any of the blocks and you are led to the contents. You can see suggestions here and edit this by dragging and dropping the blocks from the action space on the left.

Once you are done, click 'Simulate' to see the result. Happy coding!

assign =

for in :

if then else



Simulate

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Rocket

pos ammo

move(dir)

Star

pos_x pos_y

update_pos()

Missile

pos_x pos_y

update_pos()

assign =

for in :

if then else



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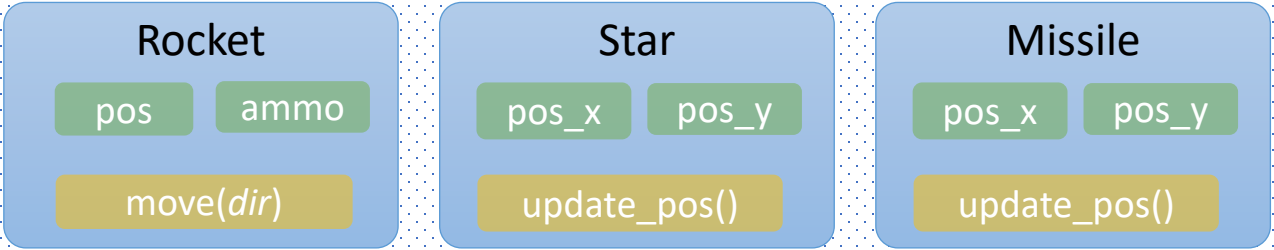
time score + new

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update_disp() random_no() get_input() + new

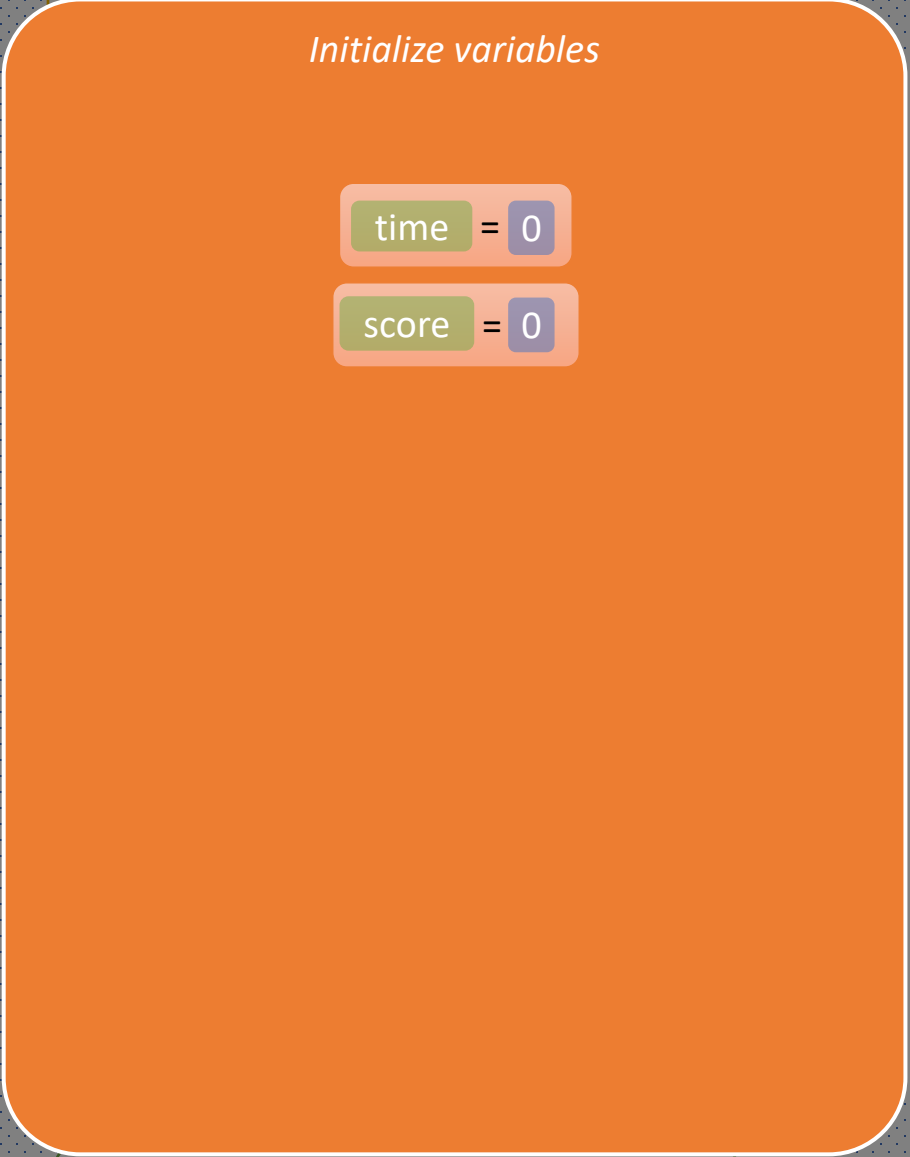


assign =

for in :

if then else

Initialize



End

Constants

max_time max_height max_width

Variables

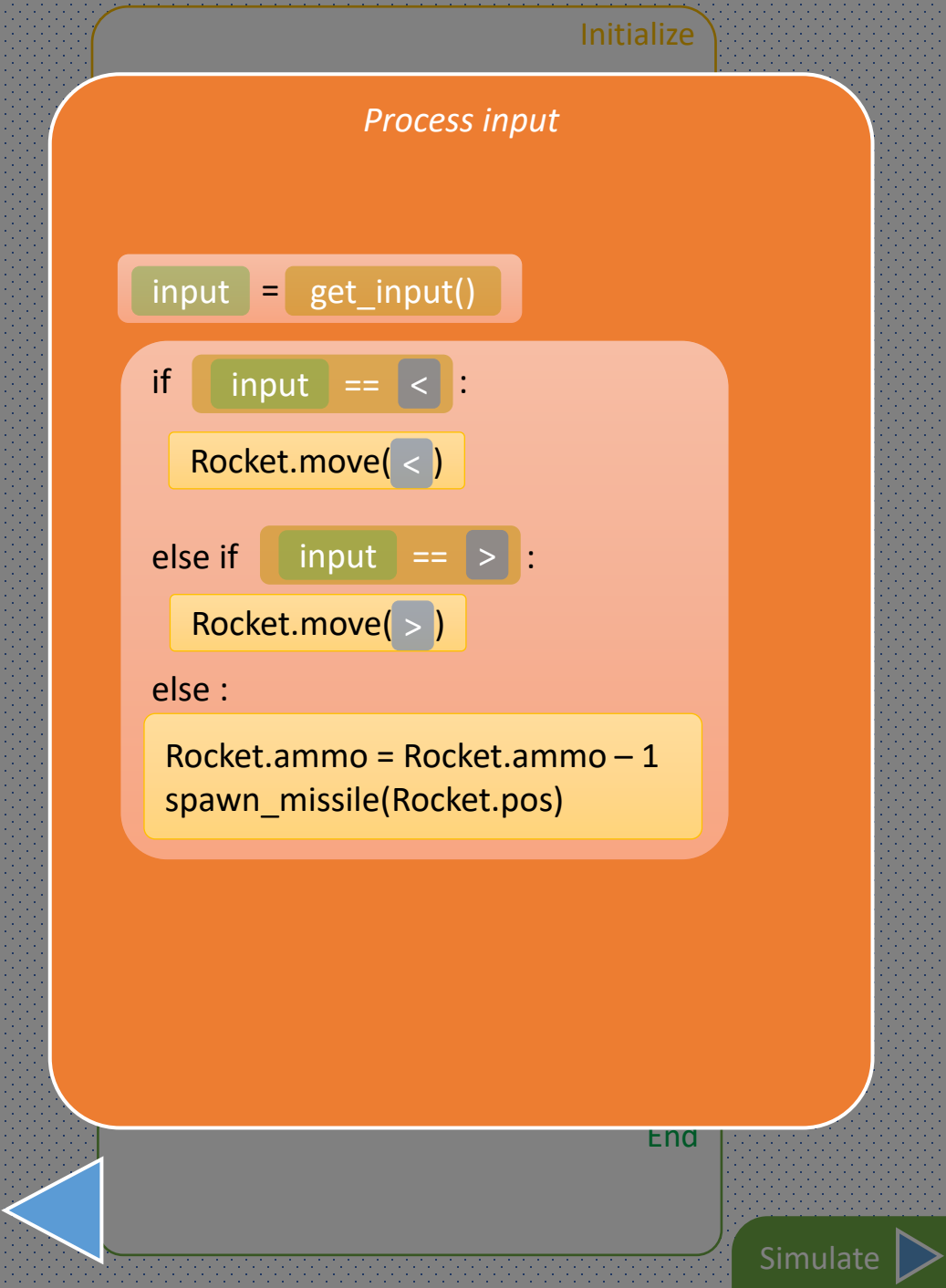
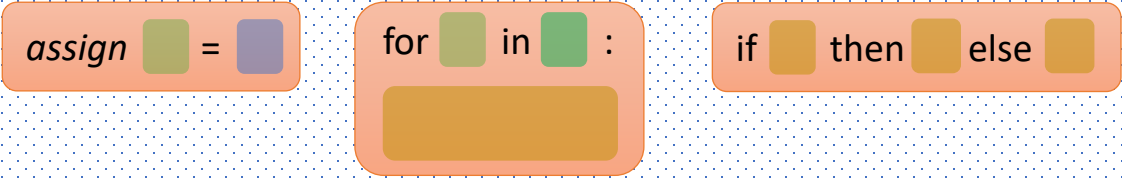
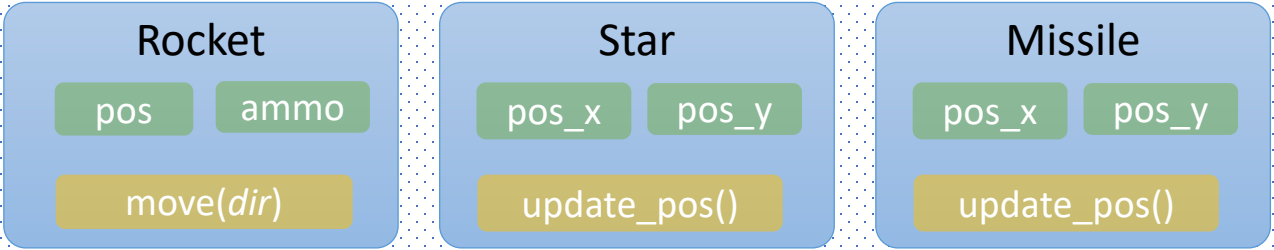
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pos ammo

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update_pos()

Missile

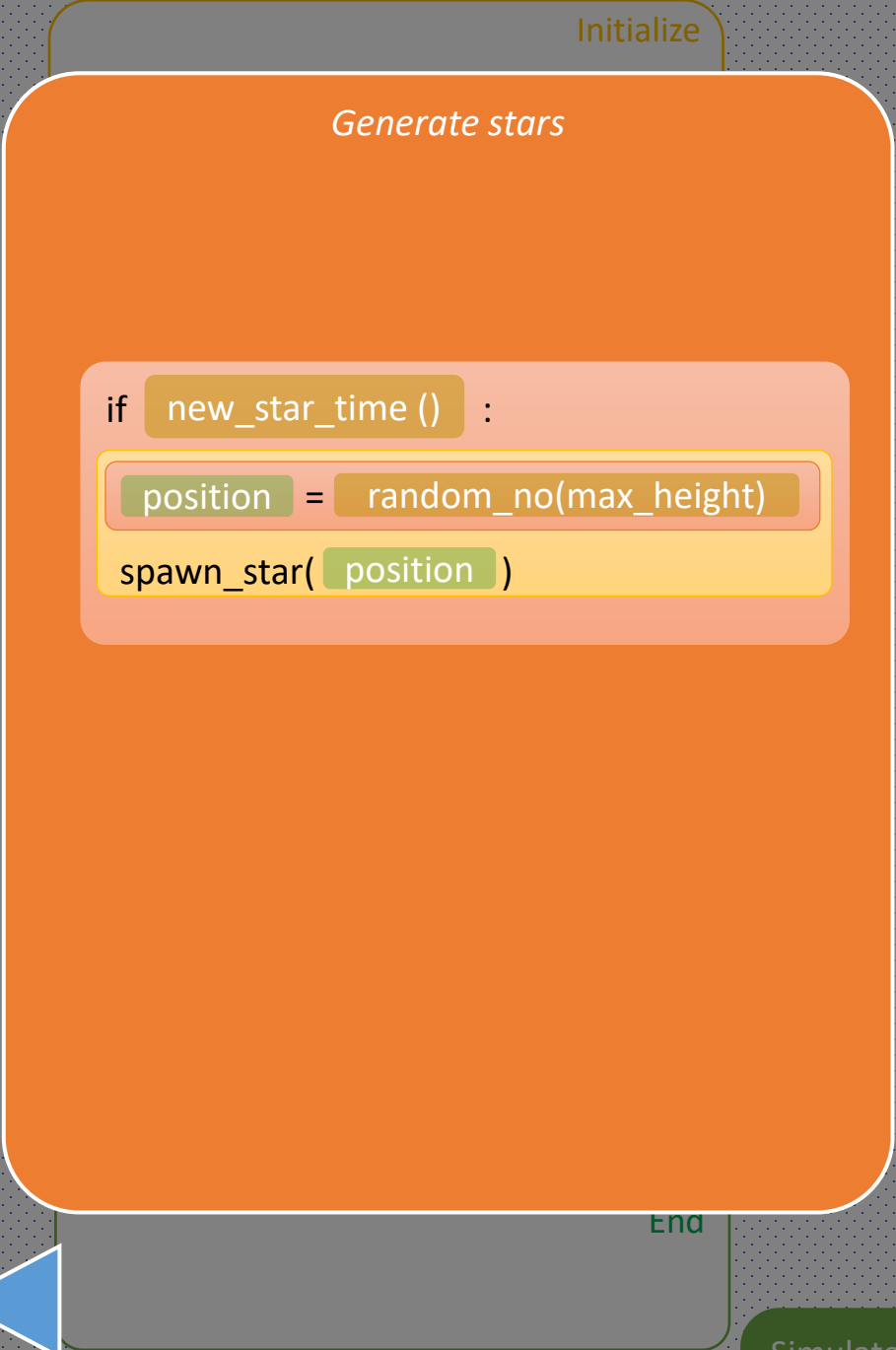
pos_x pos_y

update_pos()

assign =

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if then else



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update_pos()

Missile

pos_x pos_y

update_pos()

assign =

for in :

if then else

Initialize

Update positions

Here, implement code that will update the position of each star and missile in the arrays, separately.

End

Simulate

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pos ammo

move(dir)

Star

pos_x pos_y

update_pos()

Missile

pos_x pos_y

update_pos()

assign

[] = []

for

[] in [] :

[]

if

[] then [] else []

Initialize

Manage collisions

Here, implement code that will check if each star – missile pair shares the same location. If they do, delete both and increase the score by one.

End

Simulate

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max_time max_height max_width

Variables

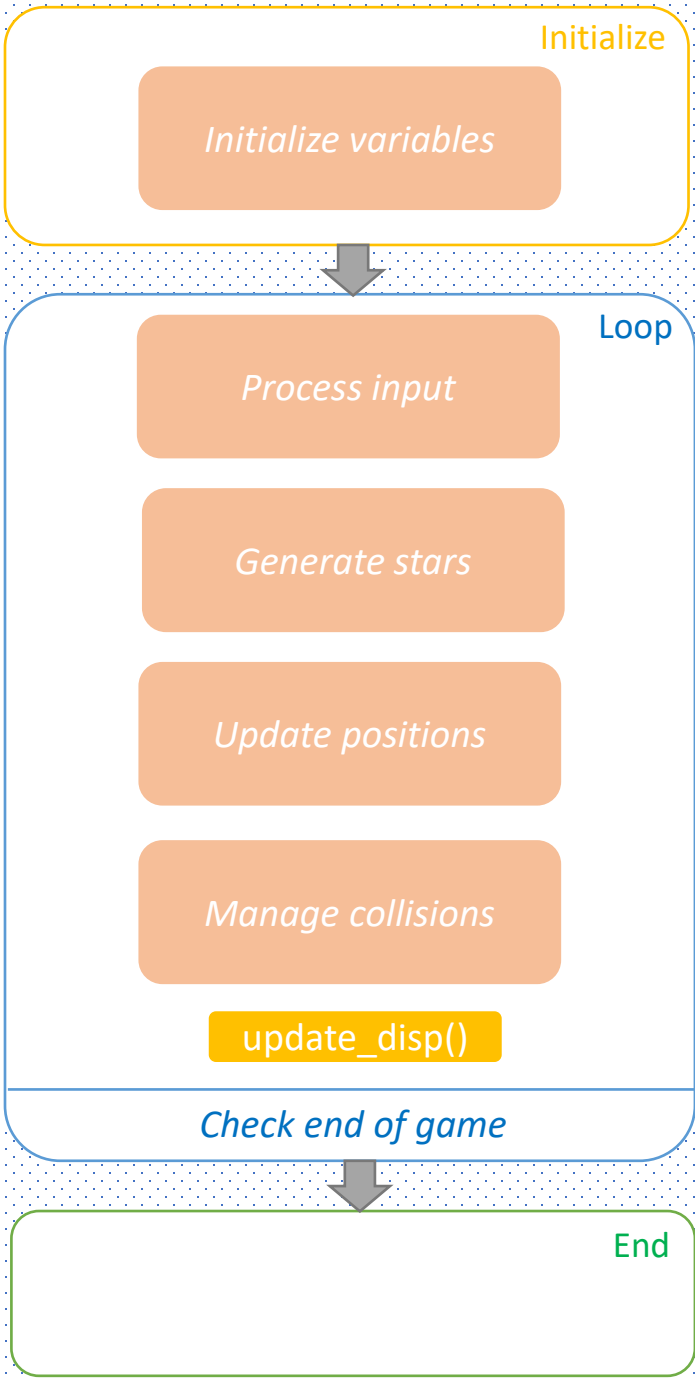
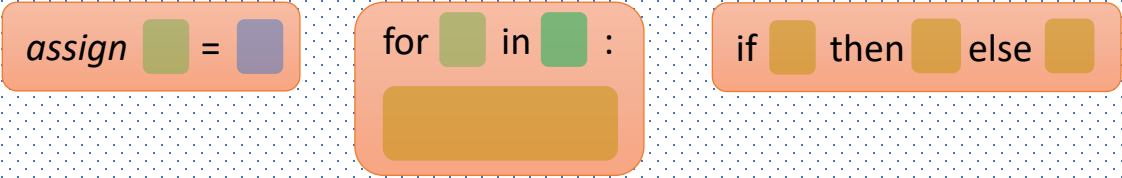
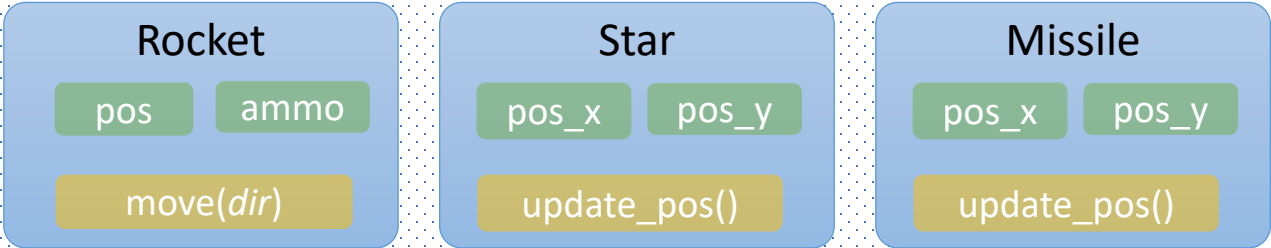
time score new_variable + new

Arrays

stars[] missiles[]

Functions

update_disp() random_no() get_input() + new



Constants

max_time max_height max_width

Variables

time score + new

Arrays

stars[] missiles[]

Functions

update_disp() random_no() get_input() new_function()

+ new

Rocket

pos ammo

move(dir)

Star

pos_x pos_y

update_pos()

Missile

pos_x pos_y

update_pos()

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Star

pos_x pos_y

update_pos()

Missile

pos_x pos_y

update_pos()

assign =

for in :

if then else

Initialize

Define new function

Name:

Arguments:

Return:

Function Body:

Assign =

If :

Assign =

Create

End

Simulate

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Arrays

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Functions

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Rocket

pos ammo

move(dir)

Star

pos_x pos_y

update_pos()

Missile

pos_x pos_y

update_pos()

assign =

for in :

if then else

Initialize

Define new variable

Variable name:

Default value:

Create

End

Simulate

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Rocket

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move(dir)

Star

pos_x pos_y

update_pos()

Missile

pos_x pos_y

update_pos()

assign =

for in :

if then else

Initialize

Modify function

Name:

Arguments:

Return:

Function Body:

If == < :

Assign =

else if == < :

Assign =

Apply

End

Simulate

Score: 4
Ammo: 23
Time: 01:17



End of Game