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**การบ้านปฏิบัติการ1**

**Computational Thinking**

**1) The Artist: Green Glasses**

for (var count = 0; count < 4; count++) {

turnRight(90);

moveForward(100);

}

turnLeft(90);

moveForward(150);

for (var count2 = 0; count2 < 3; count2++) {

turnLeft(90);

moveForward(100);

}

**2) The Artist: Add "Turn By 90 Degree"**

penColour(colour\_random());

for (var count = 0; count < 3; count++) {

moveForward(100);

turnRight(120);

}

turnLeft(270);

penColour(colour\_random());

for (var count2 = 0; count2 < 3; count2++) {

moveForward(100);

turnRight(120);

}

**3) The Artist: Pretty Flower**

for (var count2 = 0; count2 < 4; count2++) {

penColour(colour\_random());

for (var count = 0; count < 3; count++) {

moveForward(100);

turnRight(120);

}

turnRight(90);

}

**4) The Farmer: Fence**

function \_E0\_B8\_A7\_E0\_B8\_B2\_E0\_B8\_94\_E0\_B8\_AA\_E0\_B8\_B5\_E0\_B9\_88\_E0\_B9\_80\_E0\_B8\_AB\_E0\_B8\_A5\_E0\_B8\_B5\_E0\_B9\_88\_E0\_B8\_A2\_E0\_B8\_A1\_E0\_B8\_88\_E0\_B8\_95\_E0\_B8\_B8\_E0\_B8\_A3\_E0\_B8\_B1\_E0\_B8\_AA() {

for (var count = 0; count < 4; count++) {

moveForward(100);

turnRight(90);

}

}

function \_E0\_B8\_A7\_E0\_B8\_B2\_E0\_B8\_94\_E0\_B8\_AA\_E0\_B8\_B2\_E0\_B8\_A1\_E0\_B9\_80\_E0\_B8\_AB\_E0\_B8\_A5\_E0\_B8\_B5\_E0\_B9\_88\_E0\_B8\_A2\_E0\_B8\_A1() {

for (var count2 = 0; count2 < 3; count2++) {

moveForward(100);

turnRight(120);

}

}

\_E0\_B8\_A7\_E0\_B8\_B2\_E0\_B8\_94\_E0\_B8\_AA\_E0\_B8\_B2\_E0\_B8\_A1\_E0\_B9\_80\_E0\_B8\_AB\_E0\_B8\_A5\_E0\_B8\_B5\_E0\_B9\_88\_E0\_B8\_A2\_E0\_B8\_A1();

moveForward(100);

\_E0\_B8\_A7\_E0\_B8\_B2\_E0\_B8\_94\_E0\_B8\_AA\_E0\_B8\_B5\_E0\_B9\_88\_E0\_B9\_80\_E0\_B8\_AB\_E0\_B8\_A5\_E0\_B8\_B5\_E0\_B9\_88\_E0\_B8\_A2\_E0\_B8\_A1\_E0\_B8\_88\_E0\_B8\_95\_E0\_B8\_B8\_E0\_B8\_A3\_E0\_B8\_B1\_E0\_B8\_AA();

moveForward(100);

\_E0\_B8\_A7\_E0\_B8\_B2\_E0\_B8\_94\_E0\_B8\_AA\_E0\_B8\_B2\_E0\_B8\_A1\_E0\_B9\_80\_E0\_B8\_AB\_E0\_B8\_A5\_E0\_B8\_B5\_E0\_B9\_88\_E0\_B8\_A2\_E0\_B8\_A1();

**5) The Farmer: Fill the Holes**

for (var count = 0; count < 7; count++) {

moveForward();

if (pilePresent()) {

dig();

}

if (holePresent()) {

fill();

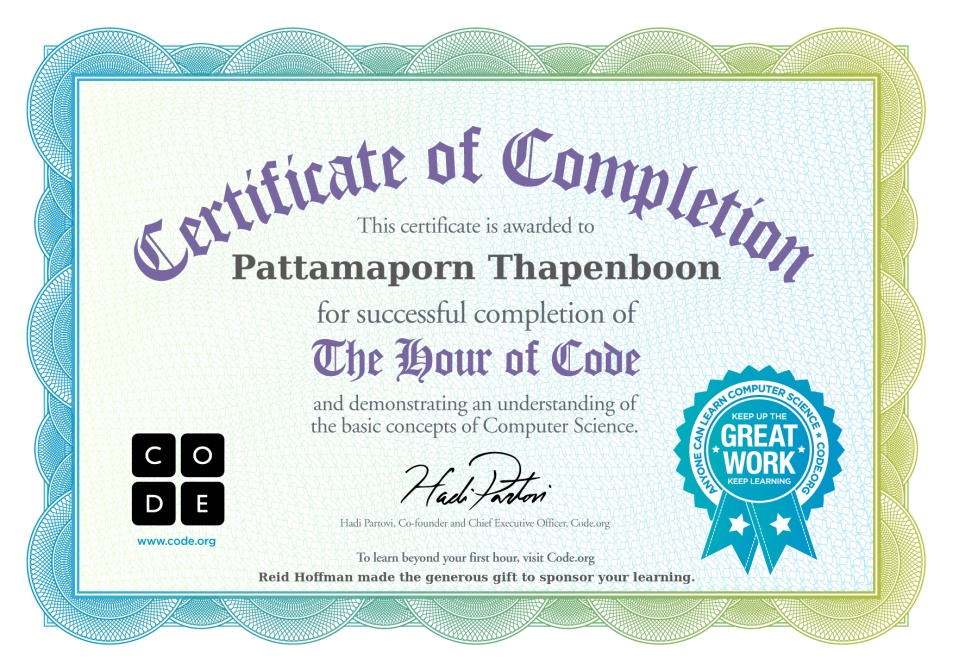
}

turnLeft();

moveForward();

turnRight();

**6) ให้นศ.เล่นเกม hour of code**

****

**ด่านที่ 1**

moveForward();

moveForward();

**ด่านที่ 2**

moveForward();

moveForward();

moveForward();

**ด่านที่ 3**

moveForward();

moveForward();

turnRight();

moveForward();

**ด่านที่ 4**

moveForward();

turnLeft();

moveForward();

turnRight();

moveForward();

**ด่านที่ 5**

turnRight();

moveForward();

turnLeft();

moveForward();

moveForward();

moveForward();

turnLeft();

moveForward();

**ด่านที่ 6**

for (var count = 0; count < 5; count++) {

moveForward();

}

**ด่านที่ 7**

turnRight();

for (var count = 0; count < 5; count++) {

moveForward();

}

**ด่านที่ 8**

for (var count = 0; count < 4; count++) {

moveForward();

}

turnLeft();

for (var count2 = 0; count2 < 5; count2++) {

moveForward();

}

**ด่านที่ 9**

for (var count = 0; count < 3; count++) {

moveForward();

moveForward();

turnRight();

}

**ด่านที่ 10**

while (notFinished()) {

moveForward();

}

**ด่านที่ 11**

while (notFinished()) {

moveForward();

moveForward();

turnLeft();

}

**ด่านที่ 12**

while (notFinished()) {

moveForward();

turnLeft();

moveForward();

turnRight();

}

**ด่านที่ 13**

while (notFinished()) {

turnRight();

moveForward();

turnLeft();

moveForward();

}

**ด่านที่ 14**

while (notFinished()) {

moveForward();

if (isPathLeft()) {

turnLeft();

}

}

**ด่านที่ 15**

while (notFinished()) {

moveForward();

if (isPathRight()) {

turnRight();

}

}

**ด่านที่ 16**

while (notFinished()) {

moveForward();

if (isPathLeft()) {

turnLeft();

}

}

**ด่านที่ 17**

while (notFinished()) {

moveForward();

if (isPathRight()) {

turnRight();

}

}

**ด่านที่ 18**

while (notFinished()) {

if (isPathForward()) {

moveForward();

} else {

turnLeft();

}

}

**ด่านที่ 19**

while (notFinished()) {

if (isPathForward()) {

moveForward();

} else {

turnRight();

}

}

**ด่านที่ 20**

while (notFinished()) {

if (isPathForward()) {

moveForward();

} else {

if (isPathRight()) {

turnRight();

} else {

turnLeft();

}

}

}