

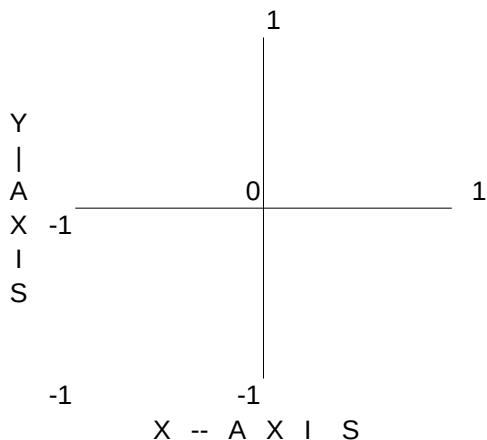
2D SHAPES SKILL LEVEL 1:

INPUTS:

A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.10) //SET X,Y POSITIONS OF VERTEX B
C(0.10,-0.10) //SET X,Y POSITIONS OF VERTEX C
D(0.10,0.00) //SET X,Y POSITIONS OF VERTEX D

TANONG: WHERE IS THE SHAPE? DRAW.

SAGOT:



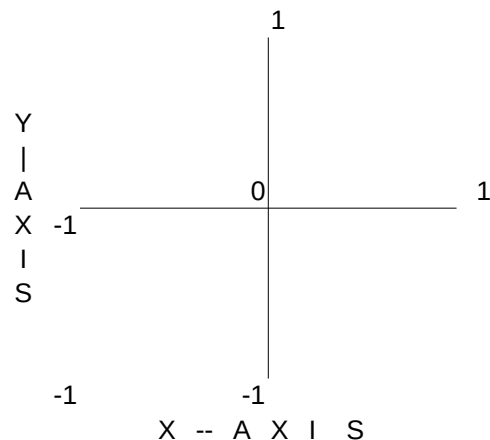
2D SHAPES SKILL LEVEL 1:

INPUTS:

A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.10) //SET X,Y POSITIONS OF VERTEX B
C(0.10,-0.10) //SET X,Y POSITIONS OF VERTEX C
D(0.10,0.00) //SET X,Y POSITIONS OF VERTEX D

TANONG: WHERE IS THE SHAPE? DRAW.

SAGOT:



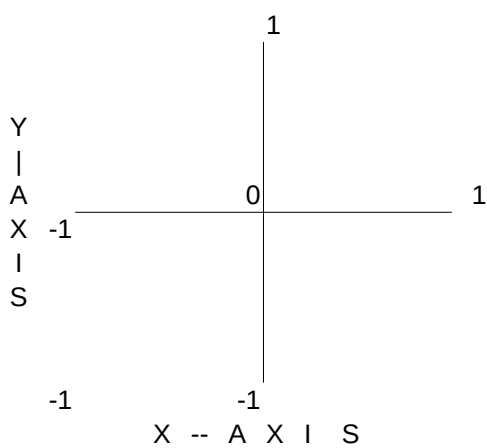
2D SHAPES SKILL LEVEL 2:

INPUTS:

A(0.00,0.50) //SET X,Y POSITIONS OF VERTEX A
B(-0.50,0.00) //SET X,Y POSITIONS OF VERTEX B
C(0.50,0.00) //SET X,Y POSITIONS OF VERTEX C

TANONG: WHERE IS THE SHAPE? DRAW.

SAGOT:



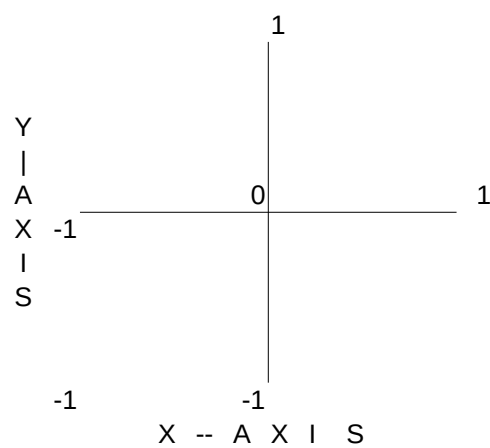
2D SHAPES SKILL LEVEL 2:

INPUTS:

A(0.00,0.50) //SET X,Y POSITIONS OF VERTEX A
B(-0.50,0.00) //SET X,Y POSITIONS OF VERTEX B
C(0.50,0.00) //SET X,Y POSITIONS OF VERTEX C

TANONG: WHERE IS THE SHAPE? DRAW.

SAGOT:



2D SHAPES SKILL LEVEL 3:

INPUTS:

A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.40) //SET X,Y POSITIONS OF VERTEX B
C(0.40,-0.40) //SET X,Y POSITIONS OF VERTEX C
D(0.40,0.00) //SET X,Y POSITIONS OF VERTEX D

STEPX=0.10 //MOVE X-AXIS BY STEP COUNT

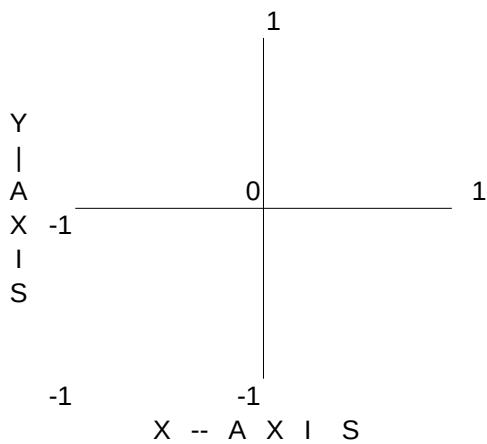
STEPLY=0.10 //MOVE Y-AXIS BY STEP COUNT

//EXECUTE COMMAND: TRANSLATE

A(STEPX,0.00) //ADD STEP COUNT TO VERTEX A
B(STEPX,0.00) //ADD STEP COUNT TO VERTEX B
C(STEPX,0.00) //ADD STEP COUNT TO VERTEX C
D(STEPX,0.00) //ADD STEP COUNT TO VERTEX D

TANONG: WHERE IS THE SHAPE? DRAW.

SAGOT:



2D SHAPES SKILL LEVEL 3:

INPUTS:

A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.40) //SET X,Y POSITIONS OF VERTEX B
C(0.40,-0.40) //SET X,Y POSITIONS OF VERTEX C
D(0.40,0.00) //SET X,Y POSITIONS OF VERTEX D

STEPX=0.10 //MOVE X-AXIS BY STEP COUNT

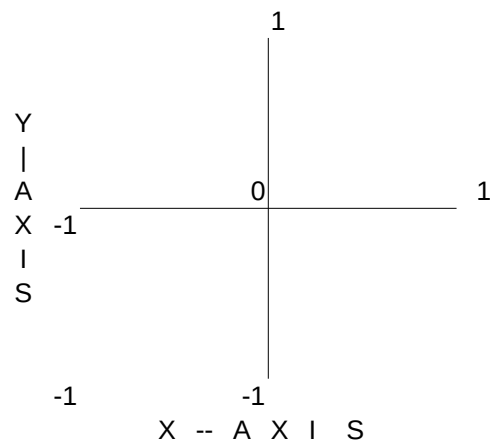
STEPLY=0.10 //MOVE Y-AXIS BY STEP COUNT

//EXECUTE COMMAND: TRANSLATE

A(STEPX,0.00) //ADD STEP COUNT TO VERTEX A
B(STEPX,0.00) //ADD STEP COUNT TO VERTEX B
C(STEPX,0.00) //ADD STEP COUNT TO VERTEX C
D(STEPX,0.00) //ADD STEP COUNT TO VERTEX D

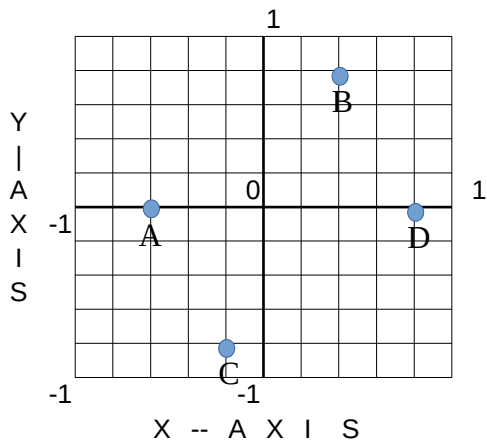
TANONG: WHERE IS THE SHAPE? DRAW.

SAGOT:



2D SHAPES SKILL LEVEL 4:

OUTPUT:



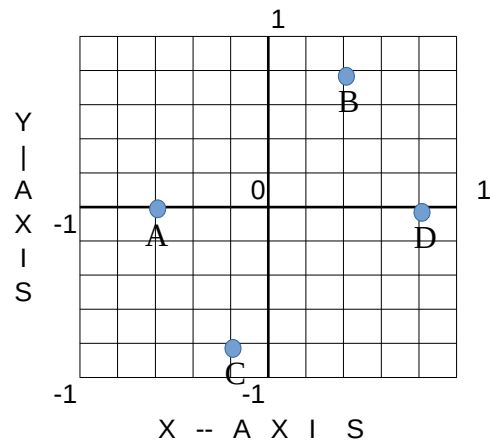
TANONG: WHERE ARE THE VERTICES?

SAGOT:

A(,) //SET X,Y POSITIONS OF VERTEX A
B(,) //SET X,Y POSITIONS OF VERTEX B
C(,) //SET X,Y POSITIONS OF VERTEX C
D(,) //SET X,Y POSITIONS OF VERTEX D

2D SHAPES SKILL LEVEL 4:

OUTPUT:



TANONG: WHERE ARE THE VERTICES?

SAGOT:

A(,) //SET X,Y POSITIONS OF VERTEX A
B(,) //SET X,Y POSITIONS OF VERTEX B
C(,) //SET X,Y POSITIONS OF VERTEX C
D(,) //SET X,Y POSITIONS OF VERTEX D