Unit 2: Turtle Graphics

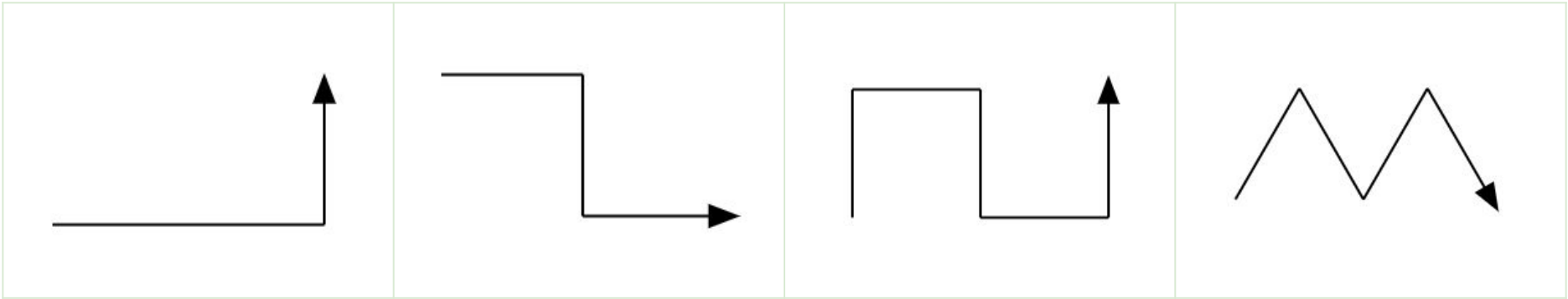
In this unit, you will use CodePuppy to learn about:

1. How to write sequential code to control a computer
2. How to use code to solve mathematical problems
3. How to write efficient iterative code

Exercise 1
Enter and run the following code:

```
forward(100)
right(90)
forward(100)
```

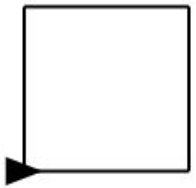
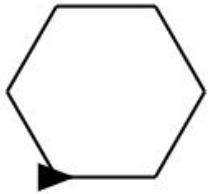
Study Drills:

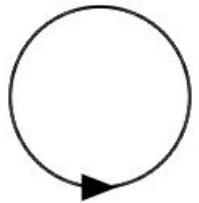


Exercise 2a
Enter and run the following code:

```
for (i in range(3)) {
    forward(100)
    left(120)
}
```

Study Drills:

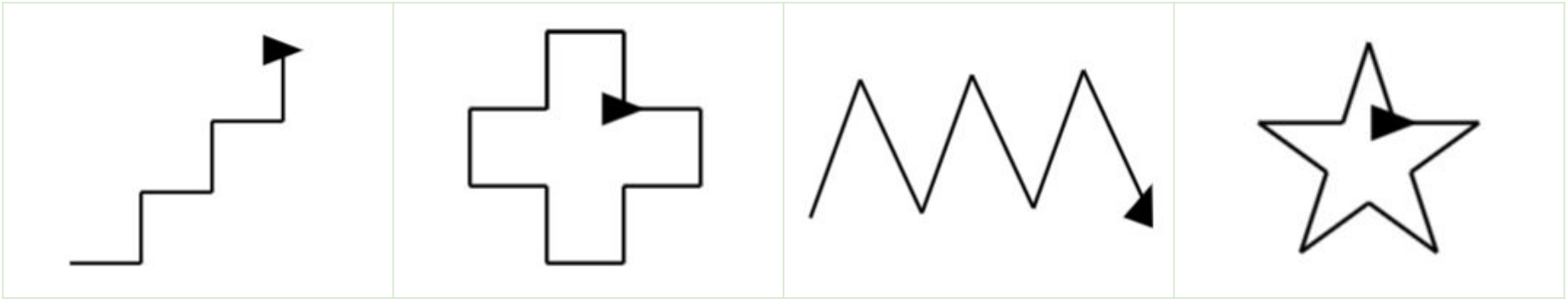





Exercise 2b
Enter and run the following code:

```
for (i in range(3)) {
    forward(100)
    left(120)
}
```

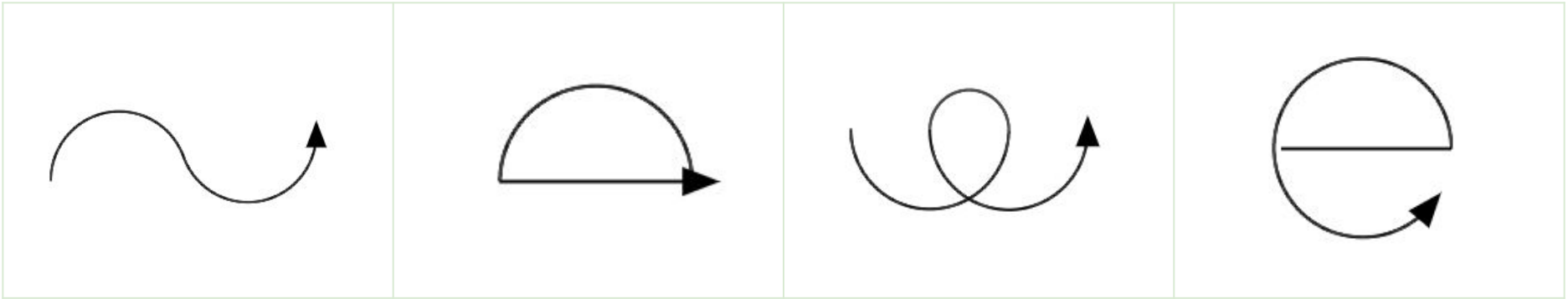
Study Drills:



Exercise 3
Enter and run the following code:

```
for (i in range(360)) {
    forward(1)
    left(1)
}
```

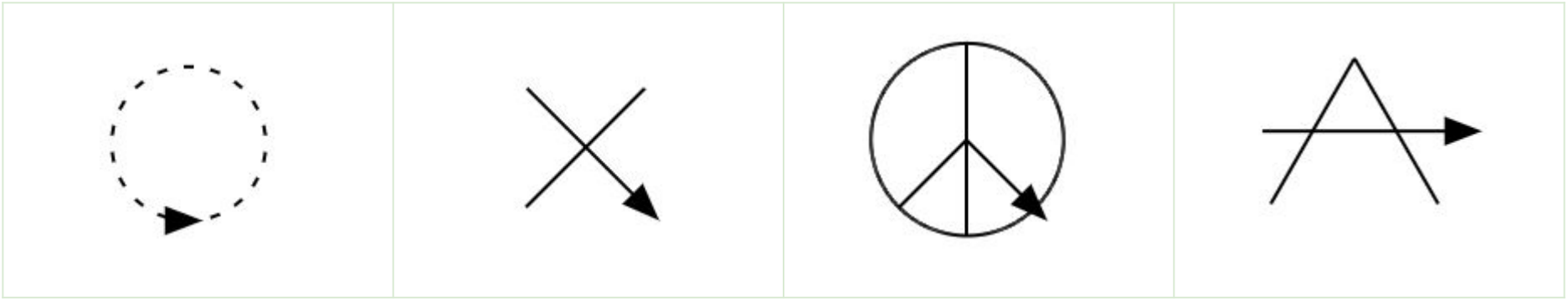
Study Drills:



Exercise 4
Enter and run the following code:

```
forward(100)
up()
forward(100)
down()
```

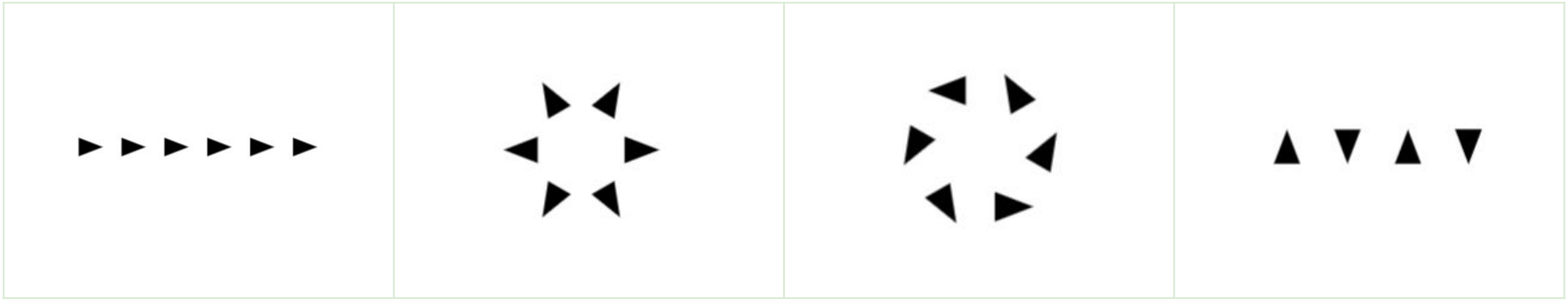
Study Drills:



Exercise 5
Enter and run the following code:

```
for (i in range(3)) {
    forward(50)
    stamp()
}
```

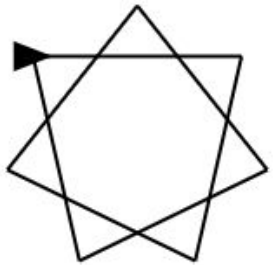
Study Drills:

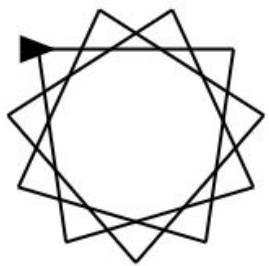


Exercise 6
Enter and run the following code:

```
for (i in range(5)) {
    forward(100)
    right(144)
}
```

Study Drills:






Exercise 7
Putting it all together...