

NAMES		GROUP	
		DATE	

Use the Task Identification technique to develop the modules for each exercise.

<p>Pick up all the beepers and put them in the circle.</p>	
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<pre> class program{ void moveAndPick(){ while (nextToABeeper()){ pickbeeper(); } move(); } void dropBeepers(){ while (anyBeepersInBeeperBag()){ putbeeper(); } } program(){ move(); iterate(5){ moveAndPick(); } dropBeepers(); turnoff(); } </pre> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;"> <p>USE THIS CODE IF THERE ARE NO EMPTY CORNERS AND WORK ENDS ON THE 5TH ONE.</p> </div>	<pre> class program{ void moveAndPick(){ while (notNextToABeeper()){ move(); } While (nextToaBeeper()){ pickbeeper(); } } Void dropBeepers(){ while (anyBeepersInBeepersBag()){ putbeeper(); } } program(){ move(); while (notNextToABeeper()){ moveAndPick(); } } dropBeepers(); turnoff(); } </pre> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;"> <p>USE THIS CODE IF THERE ARE NO EMPTY CORNERS AND <u>DON'T KNOW WHERE IT ENDS.</u></p> </div>
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<p>1. Move around the block and stop at the origin.</p>	<p>2. Find the next room and drop all beepers in the bag.</p>	<p>3. Karel is taking dance classes.</p>
<p>4. Steeplechase race.</p>	<p>5. Move the beepers to the next level.</p>	<p>6. Drop a cherry on each of 3 muffins.</p>