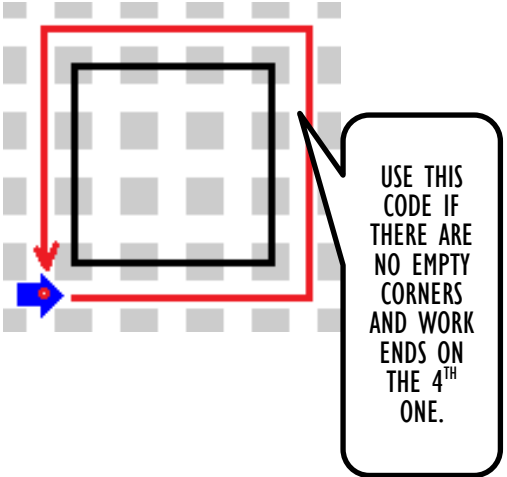
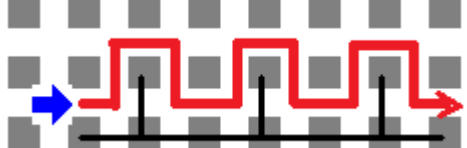
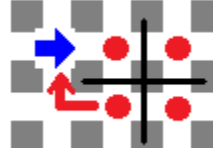
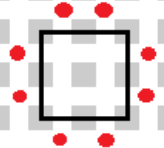

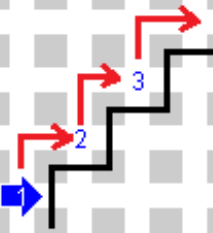
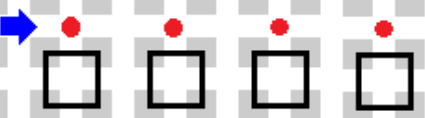


NAMES		GROUP	
		DATE	

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

<pre> class program { void spin(a) { iterate (a) { turnleft(); } } void walk(b) { iterate (b) { move(); } } program() { iterate (4) { walk(4); spin(1); } turnoff(); } } </pre>	<p>Move around the block and stop at the origin.</p> 
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<p>1. Race with three obstacles.</p>	<p>2. Place a dish on each table.</p>	<p>3. Place the chairs around the table.</p>
		
<p>4. Karel is learning to waltz.</p>	<p>5. Pick all beepers and put them at the top.</p>	<p>6. It's time to pick up the tests.</p>