Unit 1						
	Racket Code	Pyret Code				
	(define AGE 14)	AGE = 14				
	(define A-NUMBER 0.6)	A-NUMBER = 0.6				
S	(define SPEED -90)	SPEED = -90				
Numbers		Two of your own:				
ž						
	(define CLASS "Bootstrap")	CLASS = "Bootstrap"				
	(define PHRASE "Coding is fun!")	PHRASE = "Coding is fun!"				
	(define A-STRING "2500")	A-STRING = "2500"				
ngs		Two of your own:				
Strings						

```
(define SHAPE
                                          SHAPE =
     (triangle 40 "outline" "red"))
                                           triangle(40, "outline", "red")
   (define OUTLINE
                                          OUTLINE =
     (star 80 "solid" "green"))
                                            star(80, "solid", "green")
                                          SQUARE =
   (define SQUARE
     (rectangle 50 50 "solid" "blue"))
                                           rectangle(50, 50, "solid", "blue")
                                                    One of your own:
   (define BOOL true)
                                          BOOL = true
Booleans
                                                    One of your own:
   (define BOOL2 false)
                                          # double :: Number -> Number
   ; double : Number -> Number
   ; Given a number, multiply by
                                          # Given a number, multiply by
   ; 2 to double it
                                          # 2 to double it
   (EXAMPLE (double 5) (*
                                  5)
                                          examples:
Functions
   (EXAMPLE (double 7) (*
                                              double(5) is 2 * 5
                                  7))
                                              double(7) is 2 * 7
   (define (double n) (*
                                          end
                                  n))
                                          fun double(n):
                                              2 * n
                                          end
```

Fast Functions!

Fill out the contract for each function, then try to write two examples and the definition by yourself.

#	double	::	Numbe	er →		Number	
exar	mples: double (5 n 7 n	is	2 * 5 n 2 * 7 r			
fun	double	(<u> </u>):		
-	2 * n						
end	l						
#	name	::	domain	->		range	
exai	mples:						
_		_(_) is				
en d		_(_) is				
fun		():		
end							

Fast Functions!

Fill out the contract for each function, then try to write two examples and the definition by yourself.

#	::	domain		range	
examples:					
	() is			
	() is			
end					
fun	():		
end					-
#name	::	domain	>	range	
examples:					
	() is			
end	() is			
	():		
end					-

Fast Functions!

Fill out the contract for each function, then try to write two examples and the definition by yourself.

#		••		>		
	name		domain		range	
exar	mples:					
		() is			
		_() is			
end						
fun		():		
end	<u> </u>					_
#	name	··	domain	>	range	
		::	domain	->	range	
	name		domain) is		range	
exar	name				range	
exar	name) is		range	
exar	name) is		range	

Syntax and Style Bug Hunting: Pyret Edition SECONDS = (7)#1 STRING = my string SHAPE1 = circle(50 "solid" "blue") #2 SHAPE2 = triangle(75, outline, yellow) # triple :: Number -> Number # Multiply a given number by # 3 to triple it #3 examples: triple(5) = 3 * 5triple(7) = 3 * 7end fun triple(n): 3 * n #4 # ys :: Number -> Number # Given a number, create a solid # yellow star of the given size examples: ys(99) is star(99, "solid", "yellow") ys(33) is star(99, "solid", "yellow") #5 ys(size): star(size "solid" "yellow")

end

Unit 2	

Word Problem: double-radius

Write a function double-radius, which takes in a radius and a color. It produces an outlined circle of whatever color was passed in, whose radius is twice as big as the input.

Contract+Purpose Statement

	::			_
name		Domain		Range
	What	does the function do	?	
xamples of a	cour function in go	tion		
	your function in ac	lion		
mples:				
	,		`	
	()	
th	e user types			
is	which shoul	d bacama		
	wnich shout	d become		
	()	
the	user types			
1S		which should become		
		willen should become		
on				
ne changes ir		name the variables.		
e code, copy	ying everything that i	isn't circled, and using n	ames where yo	ou find variables!
		() :
		\ <u></u>		/

Word Problem: double-width

Write a function double-width, which takes in a number (the length of a rectangle) and produces a rectangle whose width is twice the given length.

	· • •			
name		Domain		Range
	What do	oes the function do?		
e Examples				
e examples	of your function in actio	n		
kamples	:			
	()	
	the user types			
	the user types			
is				
	which should become			
	1		1	
	(.he user types		/	
(ne user types			
is				
 nd		which should become		
.14				
ction				
	es in the examples, and na			Carlo a dalah
TA THA COMA C	opying everything that isn'	_	•	
) :

Word Problem: next-position
Write a function next-position, which takes in two numbers (an x and ycoordinate) and returns a DeliveryState, increasing the x-coordinate by 5 and decreasing the y-coordinate by 5.

	· · ·			→
name		Domain		Range
		pes the function do?		
e Examples of you	ur function in actior	2		
, ,	or tunction in action	1		
kamples:	,			
	()	
the us	er types			
is	which should be			
	which should be	ecome		
	()	
the	user types			
		which should become		
nd		willen should become		
ction				
le the changes in th	e examples, and na			
	g everything that isn't	circled, and using nan	•	
ın		() :

Data Structure

# A CakeTyp	pe is a flavor, layers, & is-iceCream	
data CakeT	ype:	
cake	(
)
end		
To make inst	ances of this structure, I would write:	
cake1 =		
cake2 =		
To access th	e fields of cake2, I would write:	
_		
_		
_		

Word Problem: taller-than

Write a function called *taller-than*, which consumes two CakeTypes, and produces true if the number of layers in the first CakeType is greater than the number of layers in the second.

e Examples e examples of s		→	
e Examples e examples of			
e examples of	vour function in action		
e examples of	vour function in action		
amples:	your function in action		
	()	
the	e user types		
is			
	which should become		
	()	
t	the user types		
is	which should bed		
nd	which should bed	come	
ction			
	n the examples, and name the v		
•		and using names where you find vari	
fII	(_)	:

Word Problem: will-melt

Write a function called *will-melt*, which takes in a CakeType and a temperature, and returns true if the temperature is greater than 32 degrees, AND the CakeType is an ice cream cake.

Conirac	t+Purpose statement
#	:: >
#	
Give Exc	mples
	amples of your function in action
exam	ples:
	()
	the user types
i	S
	which should become
_	the user types
i	S
end	which should become
Function	
Circle the	changes in the examples, and name the variables.
	code, copying everything that isn't circled, and using names where you find variables!
fun	():
_	
end	

Vocabulary Practice

Below is a new structure definition:

```
data MediaType:
   book (
      title :: String,
      author :: String,
      pubyear :: Number)
end
# an example book:
book1 = book("1984", "Orwell", 1949)
Fill in the blanks below with the vocabulary term that applies to each
name. Here are the terms to choose from:
          - contract - example
          - header
                   - field
          - datatype - instance
          - constructor - data block
          - name
                    - purpose
  author is a _____
  book is a _____
  MediaType is a
  book1 is a _____
  title is a
  data ... end is a _____
```

Unit 3	

Identifying Animation Data Worksheet: Sunset

Draw a sketch for three distinct	ct moments of the animation	
Sketch A	Sketch B	Sketch C

What things are chan	ging?
Thing	Describe how it changes

What fields do you need to represent the thi	ngs that change?
Field name (dangerX, score, playerIMG)	Datatype (Number, String, Image, Boolean)

Define the Data Struc	fure	
# a		_
data	State:	
	_(_
		_
		_
		_)
end		
Make a sample instar	nce for each sketch from the previous page:	
маке а заптрте пътаг	ice for each sketch from the previous page.	
=		
_		

Word Problem: draw-state

Write a function called *draw-state*, which takes in a SunsetState and returns an image In which the sun (a circle) appears at the position given in the SunsetState. The sun should be behind the horizon (the ground) once it is low in the sky.

# draw-state	::	\rightarrow Image
‡		
	each piece of your final image	
SUN =		
GROUND =		
SKY =		
Vrite the draw-state fun	ction, using put-image to combine yo	our pieces
	ction, using put-image to combine yo	

end

Word Problem: next-state-tick

Write a function called *next-state-tick*, which takes in a SunsetState and returns a SunsetState in which the new x-coordinate is 8 pixels larger than in the given SunsetState and the y-coordinate is 4 pixels smaller than in the given SunsetState.

ite examples of your function in action	
ve Examples ite examples of your function in action examples: () the user types iswhich should become	
the user types is	
the user types is()	
the user types is() which should become	
the user types is(
is()	
which should become	
()	
the user types	
is	
endwhich should become	
unction Circle the changes in the examples, and name the variables.	
Vrite the code, copying everything that isn't circled, and using names wher	e you find variables!
fun(-
) :

	1. 1. 1				
raw a sketch for th	nree distinct m	oments of the c	animation		
Sketch /	A	Sketch	ı B	Sketch C	
hat things are cho	anging?				
Thing	31191119 •	Des	cribe how it cho	anges	
9				900	
hat fields do you i					
Field name (dange	erX, score, playe	erlMG)	Datatype (Numb	oer, String, Image, Booled	(nr

Define the Data Structu	ure	
# a	_State is	
data	State:	
	(
		_
		_
end		_)
ena		
Make a sample instanc	ce for each sketch from the previous page:	
=		
=		

Draw a sketch for th	nree distinc	t moments of t	he animation	
Sketch /	۸	Sko	etch B	Sketch C
		SKE	ICH D	3keich C
What things are cho	anging?		Describe how it c	hanges
What fields do you				
Field name (dange	erx, score, p	ayerIMG)	Datatype (Nur	nber, String, Image, Boolean)

efine the Data	Structure	
# a	State is	
data	State:	
l	(
J)
end		
ake a sample i	nstance for each sketch from the previous page:	
	_ =	

a sketch for three	e distinct moments o	of the animation	
Sketch A	S	ketch B	Sketch C
things are chang	ing?		
Thing		Describe how it ch	nanges
t fields do vou nec	ed to represent the t	hings that change?	
	score, playerIMG)		nber, String, Image, Boolean

a	State is	
ata	State:	
	(
)
nd		
ke a sample i	nstance for each sketch from the previous po	age:
	_ =	

a sketch for thre	e distinct moments	of the animation	
Sketch A		Sketch B	Sketch C
things are chang	jing?		
Thing		Describe how it c	hanges
		things that change?	
eld name (dangerX	score, playerIMG)	Datatype (Nur	mber, String, Image, Boolean

Define the Data St	ructure	
# a	State is	
data	State:	
	(
1)
end		
Make a sample ins	tance for each sketch from the previous page:	
	=	
	_	
	_	

Unit 4

Word Problem: location

Write a function called location, which consumes a DeliveryState, and produces a String representing the location of a box: either "road", "delivery zone", "house", or "air".

Contract+Purpose	Statement		
#	::		>
#			
Give Examples examples:			
	() is	
	_() is	
	() is	
	() is	
on d			

end

(worksheet continues next page)

Syntax and Style Bug Hunting: Piecewise Edition Correct Code / Explanation **Buggy Code** fun piecewisefun(n): if (n > 0): n else: 0 fun cost(topping): if string-equal(topping, "pepperoni"): 10.50 else string-equal(topping, "cheese"): 9.00 else string-equal(topping, "chicken"): 11.25 else string-equal(topping, "broccoli"): 10.25 else: "That's not on the menu!" end end fun absolute-value(a b): **if** a > b: a - b b - a end end fun best-function(f): if string-equal(f, "blue"): "you win!" else if string-equal(f, "blue"): "you lose!" else if string-equal(f, "red"): "Try again!" else: "Invalid entry!" end end

Animation Extension Worksheet

Describe the goal of your change: what new feature or behavior will it add to your animation?

Draw a sketch	for three distind	ct moments of the animation		
Sket	ch A	Sketch B Sketch	С	
What things are	e changing?			
Thing		Describe how it changes		
	you need to re langerX, score, p	present the things that change? Datatype (Number, String, Image, Bo	polean.)
Make a To-Do l		off each as "Done" when you finish each one. work to be done?	To-Do	Done
Data Structure	If any new field	(s) were added, changed or removed		
draw-state	If something is	omething is displayed in a new way or position		
next-state-tick	If the Data Stru	cture changed, or the animation happens automatically		
next-state-key	If the Data Stru	cture changed, or a keypress triggers the animation		
reactor	If either next-sto	ate function is new		

Make a sample ins	stance for each ske	etch from the pre	vious page:	
Make a sample ins	ranco for oderrake	лен понт то рго	vicos pago.	
_	_			
	=			
:	=			
:	=			
Write at least one I	NEW oxample for a	and of the function	ens on vour To Do	lict
wille at least one i	NEW example for o	one of the fonction	ns on your to-do	1151
If you have anothe	er function on vour	To-Do list write o	at least one NFW (example
ii yoo navo anome	31 1011011011 011 7001	10 00 1131 , WITHO	ar loadi one rievi	охантрю
-				

Word Problem: draw-sun

Write a function called draw-sun, which consumes a SunsetState, and produces an image of a sun (a solid, 25 pixel circle), whose color is "yellow", when the sun's y-coordinate is greater than 225, "orange", when its y-coordinate is between 150 and 225, and "red" otherwise.

Contract+Purpo	se Statement		
#	::		_ >
#			
Give Examples			
examples	•		
	() is	
	() is	
	() is	
end			

(worksheet continues next page)

Unit 5

Animation Extension Worksheet Describe the goal of your change: what new feature or behavior will it add to your animation?

Decrease the cat's hunger level by 2 and sleep level by 1 on each tick.

Draw a sketch for three distin	ct moments of the animation, foo	cusing on the new behavior
Sketch A	Sketch B	Sketch C

anging?
Describe how it changes

What fields do you need to represent the things that change?				
Field name (dangerX, score, playerIMG)	Datatype (Number, String, Image, Boolean)			

Make a To-Do List, and check off each as "Done" when you finish each one.				
Component	When is there work to be done?	To-Do	Done	
Data Structure	If any new field(s) were added, changed or removed			
draw-state	If something is displayed in a new way or position	V		
next-state-tick	If the Data Structure changed, or the animation happens automatically			
next-state-key	If the Data Structure changed, or a keypress triggers the animation			
reactor	If either next-state function is new			

Make a s	ample instance for each sketch from the previous page:	
FULLPET	=pet(100, 100)	
MIDPET	= <u>pet(50, 75)</u>	
LOSEPE	y = pet(0, 0)	
Write at le	east one NEW example for one of the functions on your To-Do list	
n <u>ext-sta</u>	te-tick(FULLPET) is pet(FULLPET.hunger - 2, FULLPET.sleep	_ <u>> -</u> 1
next-st	ate-tick(MIDPET) is pet(MIDPET.hunger - 2, MIDPET.sleep - '	1)_
next-st	ate-tick(LOSEPET) is LOSEPET	
If you box	ve another function on your To Do list, write at locations NEW everyold	
ir you na	re another function on your To-Do list , write at least one NEW example	

Animation Extension Worksheet

Describe the goal of your change: what new feature or behavior will it add to your animation?

Draw a sketch	for three distinc	ct moments of the animation		
Sketo	ch A	Sketch B Sketch	С	
What things are	e changing?			
Thing		Describe how it changes		
	<u>_</u>			
		present the things that change?		
Field name (c	langerX, score, p	Datatype (Number, String, Image, Bo	oolean.)
Make a Io-Do l	ist and check	off each as "Done" when you finish each one.		
Component		· · · · · · · · · · · · · · · · · · ·	To-Do	Done
Data Structure	If any new field	(s) were added, changed or removed		
draw-state	If something is a	omething is displayed in a new way or position		
next-state-tick	If the Data Struc	cture changed, or the animation happens automatically		
next-state-key	If the Data Struc	cture changed, or a keypress triggers the animation		
reactor	If either next-sto	either next-state function is new		

Make a sample	instance for each sketc	h from the previous	page:	
			p a 9 0 .	
	=			
	=			
	<u> </u>			
	_			
	-			
\\	\	C 11 C 11	F D I: I	
Write at least on	e NEW example for one	of the functions on	your to-Do list	
If you have anot	ther function on your To-	-Do list write at leas	t one NFW example	<u>,</u>
in you may a dire		Do list , willo at loas	rono nen oxampia	

Animation Extension Worksheet

Describe the goal of your change: what new feature or behavior will it add to your animation?

Draw a sketch	for three distind	ct moments of the animation		
Sket	ch A	Sketch B Sketch	С	
What things are	e changing?			
Thing		Describe how it changes		
	you need to re langerX, score, p	present the things that change? Datatype (Number, String, Image, Bo	oolean.)
Make a To-Do l		off each as "Done" when you finish each one. work to be done?	To-Do	Done
Data Structure	If any new field	l(s) were added, changed or removed		
draw-state	If something is	mething is displayed in a new way or position		
next-state-tick	If the Data Stru	e Data Structure changed, or the animation happens automatically		
next-state-key	If the Data Stru	cture changed, or a keypress triggers the animation		
reactor	If either next-sto	ate function is new		

Make a sample ins	stance for each ske	etch from the pre	vious page:	
Make a sample ins	ranco for oderrake	лен понт то рго	vicos pago.	
_	_			
	=			
:	=			
:	=			
Write at least one I	NEW oxample for a	and of the function	ens on vour To Do	lict
wille at least one i	NEW example for o	one of the fonction	ns on your to-do	1151
If you have anothe	er function on vour	To-Do list write o	at least one NFW (example
ii yoo navo anome	31 1011011011 011 7001	10 00 1131 , WITHO	ar loadi one rievi	охантрю
-				

Build Your Own Animation

Draw a sketch	for three distinc	t moments of	the animation			
Sket	ch A	Ske	etch B	Sketch	С	
What things are	e changing?		Describe how it chan	900		
Thing			Jeschbe now ii chun	ges		
What fields do	you need to re	present the thi	ngs that change?			
	dangerX, score, p			ber, String, Image, Bo	oolean.)
Make a To-Do Component		off each as "D	Done" when you fir		To-Do	Done
Data Structure			, changed or remove			Dolle
draw-state			ew way or position			
next-state-tick	If the Data Struc	cture changed, ————	or the animation ha	ppens automatically		
next-state-key	If the Data Struc	cture changed,	or a keypress trigger	s the animation		
reactor	If either next-sto	ate function is ne	ew			

a sample instance for each sketch from the previous page: = = = = = = =	a	State is	
d e a sample instance for each sketch from the previous page: = = = = = = =	ta	State:	
a sample instance for each sketch from the previous page: = = = = =		(
e a sample instance for each sketch from the previous page: = = = = = =			
e a sample instance for each sketch from the previous page: = = = = = = =			
e a sample instance for each sketch from the previous page: = = = = = = an example for one of the functions on the previous page:)
	d		
= =	e a sample ins	ance for each sketch from the previous pag	e:
<u> </u>	=		
<u> </u>	=	=	
e an example for one of the functions on the previous page:			
	an example t	or one of the functions on the previous page	

Collision

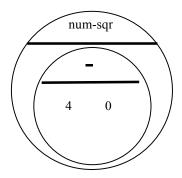
Distance:

The Player is at (4, 2) and the Target is at (0, 5). Distance takes in the player's x, player's y, character's x and character's y.

Use the formula below to fill in the EXAMPLE:

$$\sqrt{(4-0)^2+(2-5)^2}$$

Convert it into a Circle of Evaluation. (We've already gotten you started!)



Convert it into Pyret code:

	Word	Problem:	distance	
	ion <u>distance</u> , which to e x-coordinate of the p			
	e y-coordinate of the p			
	e x-coordinate of anoth e y-coordinate of anoth			
	•			
It should retu	rn the distance betwee	n the two, using the	Distance formula:	
	Distan	$nce^2 = (px - cx)^2$	+ (py - cy) ²	
Contract+Pu	rpose Statement			
#	••		>	
Give Example Write examp	es les of your function in	action		
example		,		
	()		
1S				
	()		
is				
end				
Function				
fun		() •	
		.\	/·	

end

Word Problem: is-collision Write a function is-collision, which takes FOUR inputs:

py: The y-coor cx: The x-coor cy: The y-coor It should return coordinates o	dinate of the player dinate of the player dinate of another gam dinate of another gam true if the coordinate f the other character.	ne character s of the player a Otherwise, false		s of the
Contract+Purpose St	atement			
#	••		>	
#				
π				
Give Examples Write examples of yo				
examples:		(,	
	()	
is				
	()	
: a				
IS				
end				
Function				
fun	(_):	
	·			
end				

DESIGN RECIPE

Contract+Purpose Stater					
Every contract has three	parts:				
#			->	_	
# :: name		 Domain		Range	-
				,	
#					
Give Examples	What does the	e function do?			
Write examples of your fu	nction in action				
oomplos•					
examples:	1	`			
the user ty		.)			
,	.				
is					
	which should becom	ne			
	1	`			
the user types	(s	.)			
,					
is					
	which should	d become			
end					
Function					
Circle the changes in the e	xamples, and name	the variables.			
fun	():		
	,		·		
end					

DESIGN RECIPE

Contract+Purpose Stater					
Every contract has three	parts:				
#			->	_	
# :: name		 Domain		Range	-
				,	
#					
Give Examples	What does the	e function do?			
Write examples of your fu	nction in action				
oomplos•					
examples:	1	`			
the user ty		.)			
,	.				
is					
	which should becom	ne			
	1	`			
the user types	(s	.)			
,					
is					
	which should	d become			
end					
Function					
Circle the changes in the e	xamples, and name	the variables.			
fun	():		
	,		·		
end					

Draw a sketch	for three distinc	t moments of	the animation			
Strot-	oh A	Clas	otob D	Skotob		
	ch A	SK6	etch B	Sketch		
What things are Thing	e changing?		Describe how it chan	iges -		
J						
What fields do	vou need to re	present the thi	ings that change?			
	dangerX, score, p			ber, String, Image, Bo	oolean.)
Make a To-Do	List, and check	off each as "[Done" when you fir	nish each one.		
Component	When is there	work to be do	ne?		To-Do	Done
Data Structure	If any new field(s) were added, changed or removed					
draw-state	If something is displayed in a new way or position					
next-state-tick	If the Data Struc	cture changed,	or the animation ha	ppens automatically		
next-state-key	If the Data Struc	cture changed,	or a keypress trigger	rs the animation		
reactor	If either next-sto	ate function is ne	<u></u>			

a	State is			_
ata	State:			
	(_
				_
				_
d				_)
u				
e a sample	nstance for each sketch from	n the previous page	:	
	nstance for each sketch from			
	=			
	=			
	=			
	=			
	=			

Draw a sketch	for three distinc	ct moments of	the animation			
Sket	rch A	Ske	etch B	Sketch	С	
What things are	e changing?					
Thing			Describe how it chan	iges		
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\						
	you need to re dangerX, score, p		ings that change? Datatype (Num	ber, String, Image, Bo	oolean.)
Make a To-Do	List, and check	off each as "[Done" when you fir	nish each one.		
Component		work to be do			To-Do	Done
Data Structure	If any new field(s) were added, changed or removed					
draw-state	If something is displayed in a new way or position					
next-state-tick	If the Data Stru	cture changed,	or the animation ha	ppens automatically	<u> </u>	
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