CS100

Name

CPADS Reading Activity II

For each program, sketch what output you think the above program will produce. For references, the turtle graphics library functions are defined below.

fd(t, length) – moves turtle t forward length units bk(t, length) – moves turtle t backward length units lt(t, angle) – turns turtle t angle degrees to the left rt(t, angle) – turns turtle t angle degrees to the right pd(t) – starts drawing for turtle t (pen down) pu(t) – stops drawing for turtle t (pen up)

Program #1

```
# Load TurtleWorld functions
from TurtleWorld import *
def doSomething(t, height):
   pu(t)
   bk(t, height/4)
    lt(t, 90)
    bk(t, height/2)
    pd(t)
    fd(t, height)
    rt(t, 90)
    fd(t, height/2)
    rt(t, 90)
    fd(t, height)
    pu(t)
    bk(t, height/2)
    rt(t, 90)
    pd(t)
    fd(t, height/2)
def main():
    # Create TurtleWorld and Turtle objects
    world = TurtleWorld()
    turtle = Turtle()
    height = 50
    doSomething(turtle, (3*height)/5)
```

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Assuming the turtle begins in the center of the screen, sketch what output you think the above program will produce?

Program #2

```
def doSomething(val1, val2, val3):
    return val1 + val2 + val3
def doSomethingElse(val1, val2):
    return val1 / val2
def main():
    # Define variables
    num1 = 100
    num2 = 200
    num3 = 300
    # Do computation
    result1 = doSomething(num1, num2, num3)
    result2 = doSomethingElse(result1, 3)
    # Print output
    print(result2)
main()
```

In English, describe what the program above does. What value does the print statement output?