

The Need for Programming Languages - Instructions

Lab Goal: You are going to have another group of students draw a shape by “programming” them.

Lab Description:

In the box below, draw a design using only straight lines. You can draw lines, squares, rectangles, trapezoids, parallelograms, diamonds or any shape that does not have curves. You can draw whatever design you want and make it as complicated as you want. Try to fill as much of the grid as possible.

When you’re done, use notebook paper to write out instructions to draw your design. You’re going to give your instructions to another student, without the drawing, and see how well they can recreate your design.

Design:



The Need for Programming Languages - Drawing

Lab Goal: Given a list of “programming commands” you are going to recreate another student’s drawing.

Lab Description:

You should have been given a written set of instructions from another student or group. Draw a design, according to the instructions, in the box below. The design should only use straight lines; but may include shapes like squares, rectangles, trapezoids or any other shape as long as it is only made of straight lines.

You **MAY NOT** ask any questions of the student that wrote the instructions. If the instructions are vague or unclear, just do the best you can.

Design:

