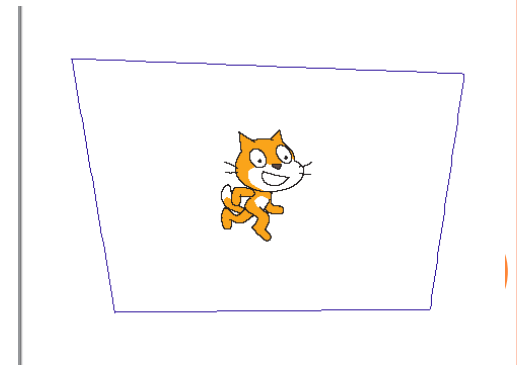


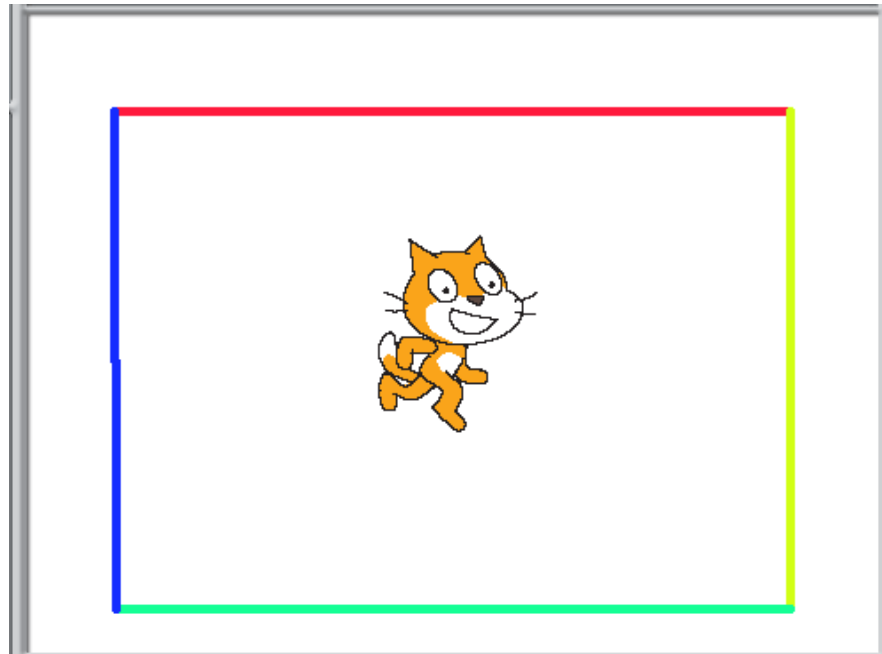
SCRATCH LAB 1A

- WASP (Write A Scratch Program) to start the cat in the home position (0,0), move to a corner of the screen, then **glide and draw** an irregular shaped quadrilateral, roughly around the edge of the screen, and then move back to the home position at the end of the program. Use the original pen color (blue) and size (1). Also, the cat **MUST** face 90 degrees the entire time. The result should look something like this.



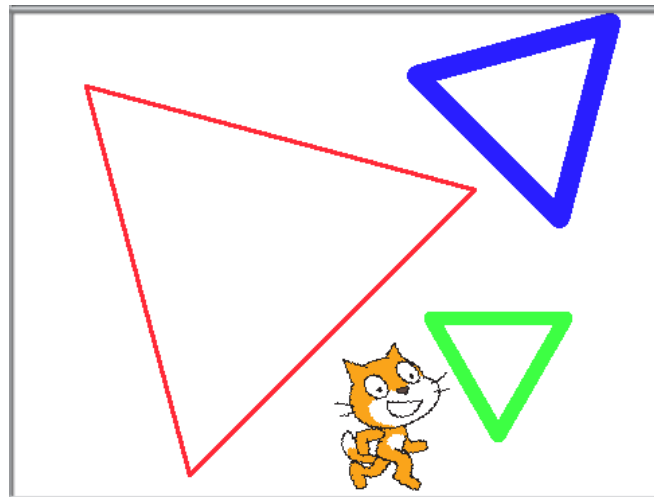
SCRATCH LAB 1B

- WASP so that the cat draws a rectangle around the edge of the screen, in a larger pen size (greater than 1), with a different color for each side. Also, the cat must always face in the direction traveled. The final screen should look something like this.



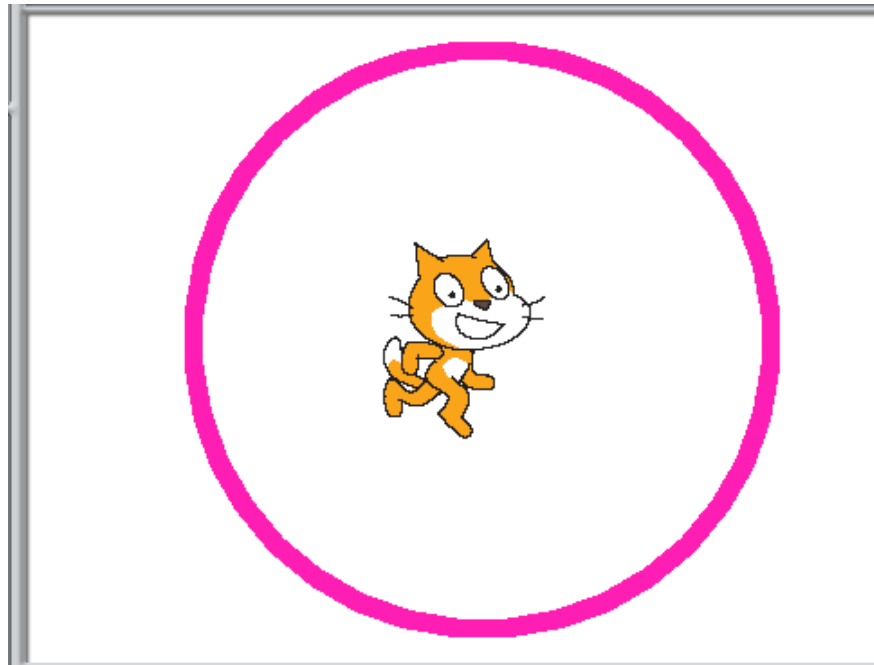
SCRATCH LAB 1C

- WASP to have the cat draw three equilateral triangles to fill up as much of the screen as possible, all of different sizes, colors, pen size, tilted different ways (no two the same), and none overlapping. The cat should end up somewhere on the screen NOT touching any of the triangles...something like this, but unique for you!



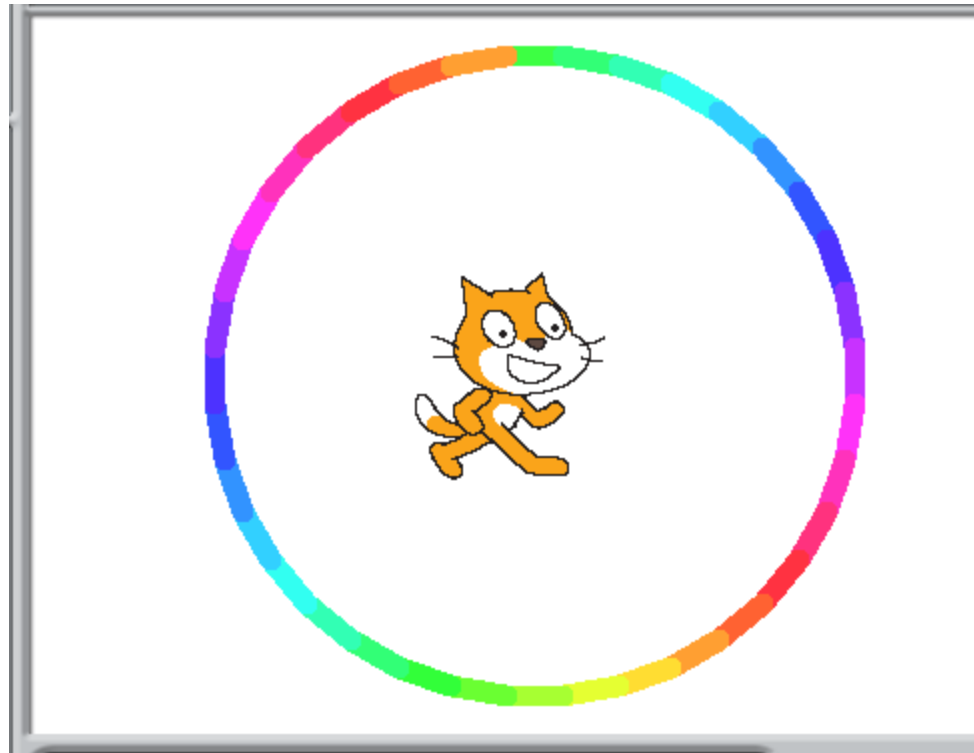
SCRATCH LAB 1D

- WASP so that the cat draws a one-color circle (whatever color you like), that fills up the screen as much as possible, pen size no larger than 10. Again, the cat ends up back home at the end.
Hint: 36 turns, 10 degrees each time.



SCRATCH LAB 1E

- WASP to modify the previous program so that the cat “skips” along the way, and creates a rainbow circle.



SCRATCH LAB 1F

- WASP to have the cat draw the five Olympic Rings as shown. The cat should end up in one of the five rings, whichever you choose. *Bonus credit if you can produce the interlocking effect.*

