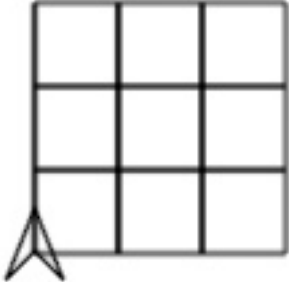## Practice with Top-Down Design – *"3x3 Grid"*

Let's practice using Top-Down Design by breaking down a simple problem.

- With a partner look at the figure that you need to draw.
- Talk through the problem **starting from the big picture and identifying sub-tasks.**
- Decide the names of the functions you would write to solve this problem.
- Use the space provided to do scratch work.
- Iterate on your ideas; as you discuss the problem you might change your mind about the approach, or come up with better, more descriptive, function names.

The problem: Write a program for a turtle to draw this figure	**Design a more efficient code using Functions.**