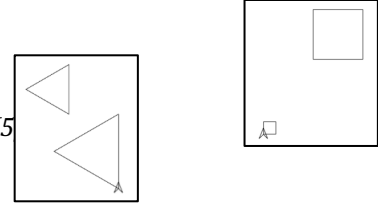# Parameters
U3Ch1L8: Writing Functions with Parameters (55 pts.)

Puzzle 3: Repair The Square (Repair the code inside the function so that the program creates the drawing correctly.) *(5pts.)*

Puzzle 4: Draw Triangle (Complete the function definition for drawTriangle.) *(5*

Puzzle 5: Create 2 Calls For Two Squares (Add to the code to make 2 calls to the new two-parameter version of "draw square." Create images similar to the ones shown.) *(5pts.)*
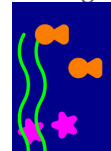
Puzzle 6: Triangles with Two Parameters (Drag out the function block and name it, draw the Triangle. Define it to have 2 parameters. Create images similar to the ones shown.) *(5pts.)*

Puzzle 10: Under The Sea – Add Fish, Starfish and Seagrass
(Add function calls to the top of the program so that two fish, two starfish, and two pieces of sea grass appear somewhere in the scene. *)(5pts.)*
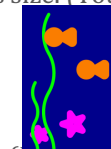
Puzzle 11: Under The Sea: Adding Parameters – drawStarfish.
(Add a parameter to the function definition for drawStarfish that allows you to control its size. Make sure your parameter has a descriptive and meaningful name).
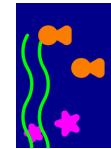
**Puzzle 12: Under The Sea:** Adding Parameters to drawSeagrass.
Add a parameter to the function definition for drawSeagrass that allows you to control its size. (You'll only need to change the radius of each arc.) Make sure your parameter has a descriptive and meaningful name.).

Puzzle 13: Under The Sea: Adding Parameters drawFish.
Add a parameter to the function definition for drawFish that allows you to control its size (Note: the pen width is important here.) Make sure your parameter has a descriptive and meaningful name.
Update your function calls to use your new version of drawFish and change the size of the fish in your image.
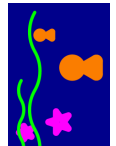
**Puzzle 14: Under The Sea:** Multiple Parameters, adding colors.
Add three more parameters called red , green , and blue to your function definition for drawFish which allow you to set the color of the fish when you call the function. Remember to separate them with commas!
Change the function calls at the top your code to draw different colored fish.
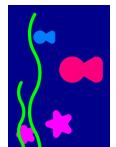
Puzzle 15: Under The Sea: Random Input.
Use randomNumber to provide random input to your functions. Every time you run the program you can get slightly different looking scenes like the ones below.
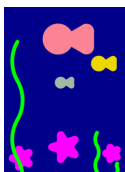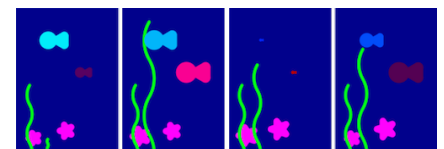
Puzzle 17: Under The Sea: Free Play – Keep going!
Keep adding to your drawing. Make more function calls and see if you can continue to use random numbers to add variety to your drawings.