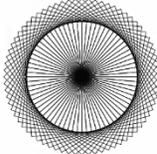
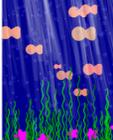
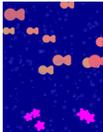
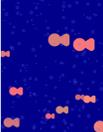
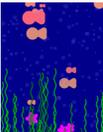
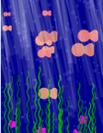


## U3Ch1L9: Looping & Random Numbers Worksheet (50pts)

<p><b>1. Puzzle 3:</b> A <code>drawSquare</code> function is provided, and students call it from inside a loop to draw the figure.</p>	
<p><b>2. Puzzle 4:</b> Students increase the number of iterations to fully fill the screen with random dots.</p>	
<p><b>3. Puzzle 5:</b> Students add a second loop and add commands to clear the screen using semi-transparent white dots.</p>	
<p><b>4. Puzzle 6:</b> Students review the structure of the code for an under-the-sea scene which, at the moment doesn't draw much, but includes a lot of pre-written functions to draw things. Students will be adding to this program over the next several levels.</p>	
<p><b>5. Puzzle 7</b> Students add 200 bubbles to the image by adding a loop to <code>drawAllBubbles</code>.</p>	
<p><b>6. Puzzle 8:</b> Students add 5 sea stars to the image by adding a loop to <code>drawAllSeaStars</code>.</p>	
<p><b>7. Puzzle 9:</b> Students add a parameter to <code>drawSeagrass</code> that controls the number of waves in the grass.</p>	
<p><b>8. Puzzle 10:</b> Students add 15 fish to the image by adding a loop to <code>drawAllFish</code>.</p>	
<p><b>9. Puzzle 11:</b> Students add 50 pieces of seagrass to the image by adding a loop to <code>drawAllSeagrass</code>.</p>	
<p><b>10. Puzzle 12:</b> Students add 100 sunbeams to the image by adding a loop to <code>drawAllSunbeams</code>.</p>	
<p style="text-align: center;">Free play: Keep adding to the Under the Sea scene (optional).</p>	