What's your name? Creative Exercise <<<

What's your right neighbor's name?

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

for (Let i = = ; ( i < 30; i = i+2) { (Write your program here:) drink a cup of wine plant a tree

Pass your program for your right neighbor to draw.

(Draw here:) 自命自命自命

After completing drawing, pass your drawing to your left neighbor.

What's your name? Stella Lee
What's your right neighbor's name? IVEW

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for (let i=0, i<4, i=i+2) {

draw an Earth

draw as Sun

3

Pass your program for your right neighbor to draw.

(Draw here:)



After completing drawing, pass your drawing to your left neighbor.

What's your name? yeveryour

What's your right neighbor's name? - 4tella

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here)

for (18+ 15 1; i < 20; i= 1+5){

draw in telly hear

draw a rabbit

hase your program for your right neighbor to draw.















After completing drawing, pass your drawing to your left SHIPPING FI

What's your name? \_\_\_\_\_\_ Zhiyi
What's your right neighbor's name? \_\_\_\_\_\_ (.C.

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

```
(Write your program here:)

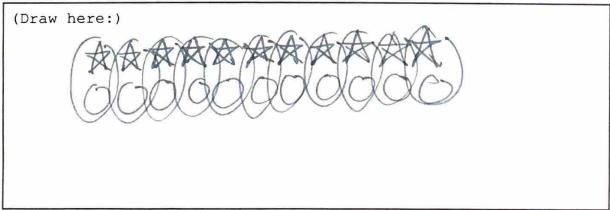
for (im i=(0; i>=0; --i)

f

draw a Star;

draw 2 circles;
```

Pass your program for your right neighbor to draw.



After completing drawing, pass your drawing to your left neighbor.

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

for (let i= 2; i 28; i=i\*2) {

draw a snail
}

Pass your program for your right neighbor to draw.

() Ko Ko Ko

(Draw here:)

After completing drawing, pass your drawing to your left neighbor.

What's your name? \_\_\_\_\_ What's your right neighbor's name? \_\_\_\_\_

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for (let i = 999, i>84), i=i×0.8.) {
 Otraw (QAQ)
 Otraw (:P)

3

Pass your program for your right neighbor to draw.

(Draw here:)

After completing drawing, pass your drawing to your left neighbor.



What's your name? MJ
What's your right neighbor's name?

Christy

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for ( i=0; i < 4; it=1 ) { (i=0; i < i; it=1 ) }

for ( i=0; i < ii; it=1 ) {

 draw ()

 draw ()

Pass your program for your right neighbor to draw.

After completing drawing, pass your drawing to your left neighbor.

ITENE Chung

### >>> Creative Exercise <<<

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for (i=0; i < 10; i++) {

i+(ix.2==0) { draw a frog;

draw a lizard

}

Pass your program for your right neighbor to draw.

(Draw here:)

South (lizard):

After completing drawing, pass your drawing to your left neighbor.

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for (let i=69; i<80; i=j+1) {

draw a hand

draw a cat
}

Pass your program for your right neighbor to draw.

After completing drawing, pass your drawing to your left neighbor.

What's your name? \_\_\_\_\_(\ngrace{\ngamma\gamma\gamma\gamma}\gamma\g

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

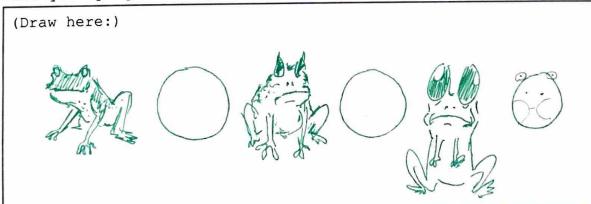
(Write your program here:)

for (i=0; ia<3; it=1)?

draw a frog

draw a circle

Pass your program for your right neighbor to draw.



After completing drawing, pass your drawing to your left neighbor.

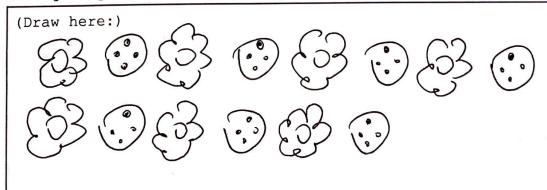
What's your name? <u>Dangyoxus</u> Chen What's your right neighbor's name? <u>Yiran Li</u>

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

Pass your program for your right neighbor to draw.



After completing drawing, pass your drawing to your left neighbor.

What's your name? Yiran Li What's your right neighbor's name? Wenjing Wn

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for (let i=\$; i <= 20; i = i+5) }

draw a donut;

draw a pizza;

Pass your program for your right neighbor to draw.

(Draw here:)









After completing drawing, pass your drawing to your left neighbor.

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

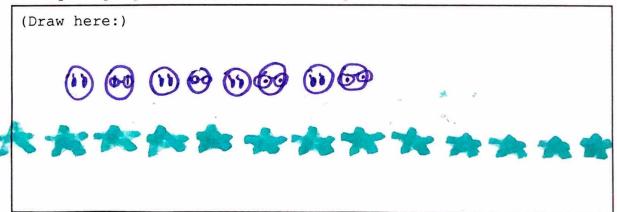


(Write your program here:)

for (let i=η; i<100; i=i+24) {

draw UNA from interactivity
draw yourself
}

Pass your program for your right neighbor to draw.



After completing drawing, pass your drawing to your left neighbor.

What's your name? Like
What's your right neighbor's name? Una

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

For (let 1=0 , i < 5 ; i+=2) ?

Praw a penal

Z

Pass your program for your right neighbor to draw.

(Draw here:)

After completing drawing, pass your drawing to your left neighbor.

What's your name? [ Wering Ww Derey yaxue Chen What's your right neighbor's name?

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for ( let i= 5, i c/o, i=i+1)

draw a circle

draw a antitua unbrella

Pass your program for your right neighbor to draw.

(Draw here:)

0404040404

After completing drawing, pass your drawing to your left neighbor.

Come up with a program that contains a for-loop. Think:

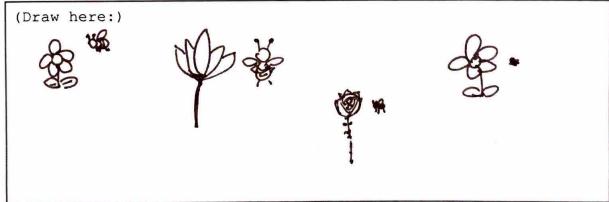
- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:)

for (i=20, i>0, i=i-5){

draw a flower draw a bee

Pass your program for your right neighbor to draw.



After completing drawing, pass your drawing to your left neighbor.

What's your name? What's your right neighbor's name? \_

Come up with a program that contains a for-loop. Think:

- \* What's your for-loop's initial value?
- \* What's your for-loop's termination condition?
- \* What's your for-loop's increment?
- \* What are the two actions in your for-loop?

(Write your program here:) for ( = 100, 1+= ) {

draw a M

Pass your program for your right neighbor to draw.

(Draw here:)

After completing drawing, pass your drawing to your left neighbor.