

learn-co.de Answers

Encourage students to press **run** as much as possible, to see what happens when they make changes.

Remind students that if they complete a challenge and press **run**, Rory the Robot will let them know they have done it successfully. If he doesn't appear, something isn't quite right!

TASK 1

Turning a Rectangle into a Square

```
rect(10, 15, 100, 100)
```

The first two numbers can be anything, the third and fourth numbers can also be anything but must be equal (that's what makes it a square!)

TASK 2

Circle

```
circle(0, 0, 100)
```

The first two numbers must be 0, the third number can be anything.

TASK 3

Circle and a Square

```
rect(100, 100, 100, 100)
```

```
circle(100, 0, 50)
```

Although any numbers here will do the trick.

TASK 4

Jump up!

```
jump()
```

This is intended to be straightforward, as is task 5. Just copy the code.

TASK 5

Follow me!

```
def up_pressed():
```

```
    jump()
```

TASK 6

Duck!

```
def up_pressed():  
    jump()  
  
def down_pressed():  
    duck()
```

This one is intended to see if patterns can be guessed (replace up with down, jump with duck)

TASK 7

Is just a game.