Lab Exercises

Three programming games:
Each game will involve the writing of a short “program” that will be followed by another member of the class.

Drawing 1: 20 mins
Using graph paper, create a series of instructions to write your user ID, backwards. Instructions might include:
   “draw up 2 units”
   “move left 4 units”

Drawing 2: 20 mins
Write a program to draw a complex pattern. Instructions might include:
   “flip a coin: heads = turn left”
   “repeat until you hit the edge of the paper”

Freeform: 40 mins
Write a program to produce a 3D form (origami). Instructions might include:
   “fold paper in half, and in half again”

(See http://dev.origami.com/diagram.cfm for inspiration.)