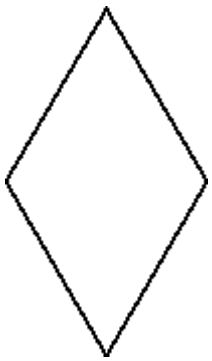
Challenges

Stufe 1

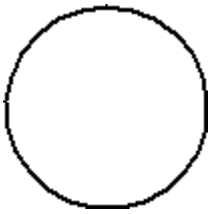
Programmiere die Schildkröte so, dass sie (ungefähr) die folgenden Bilder zeichnet.

a)

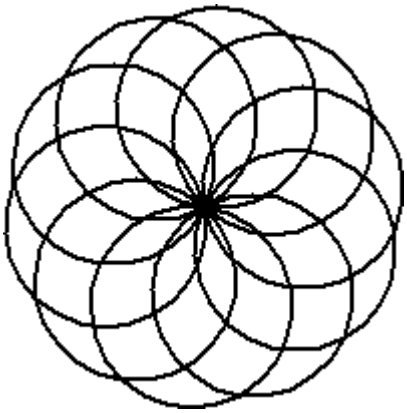


b)

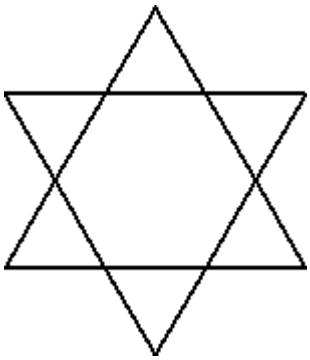
c)



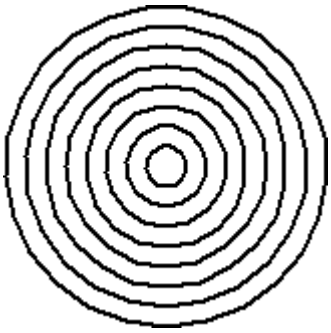
d)



e)



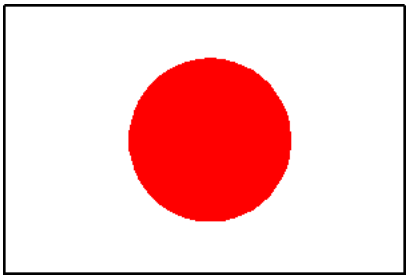
f)



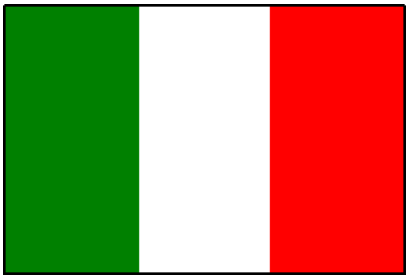
Challenges

Stufe 2

a)

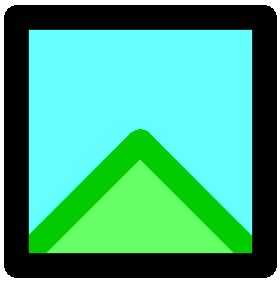


b)

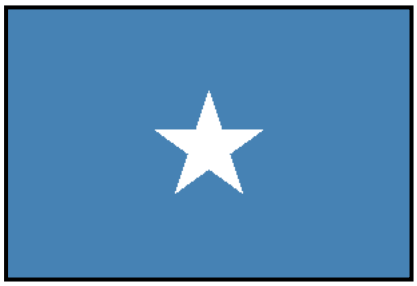


c)

e)



e)

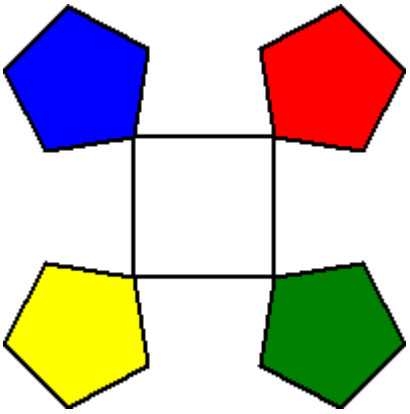


f)

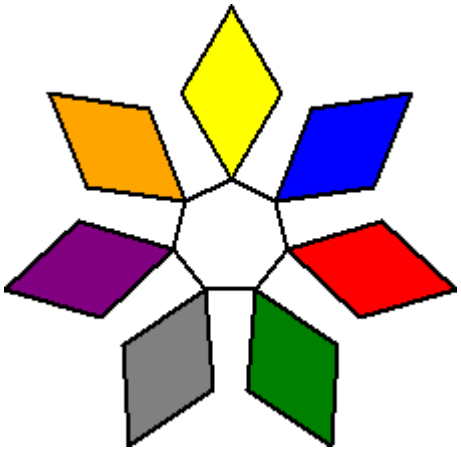
Challenges

Stufe 3

a)

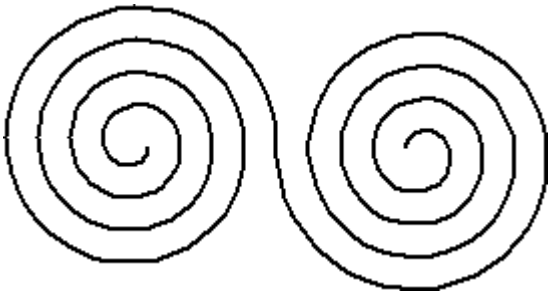


b)



c)

d)



e)

f)