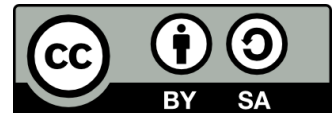
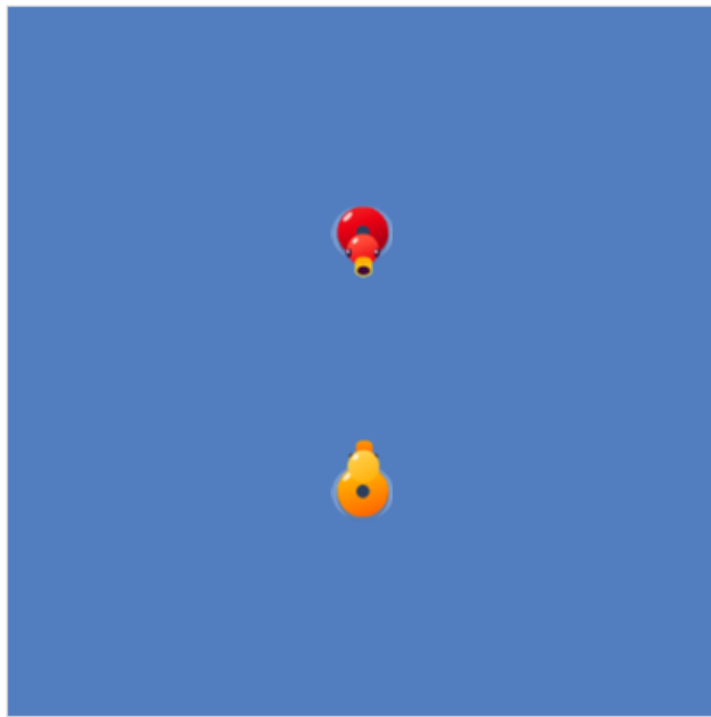


Blockly Samouczek Stawu: rozwiązania

Damian Kurpiewski



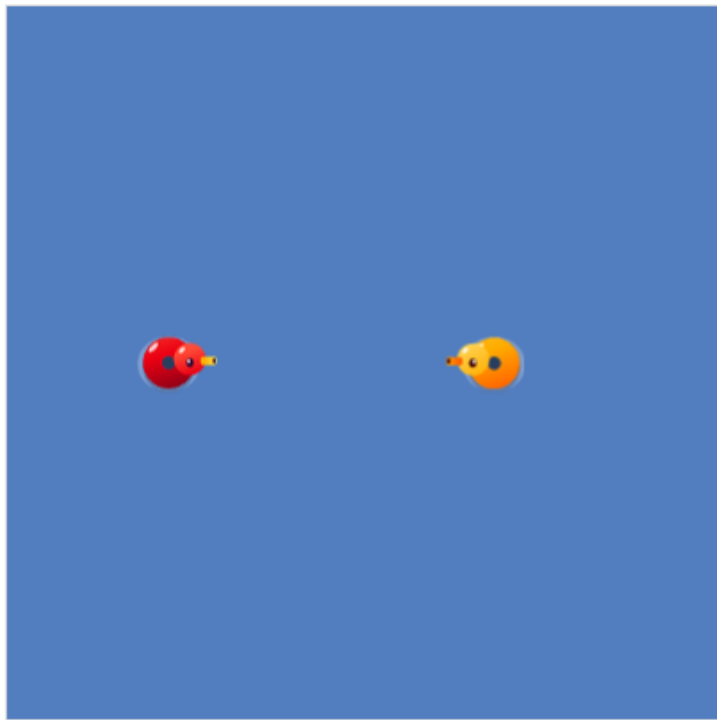


Gracz

Cel

```
cannon( 90° , 40 );
```

Zadanie 1

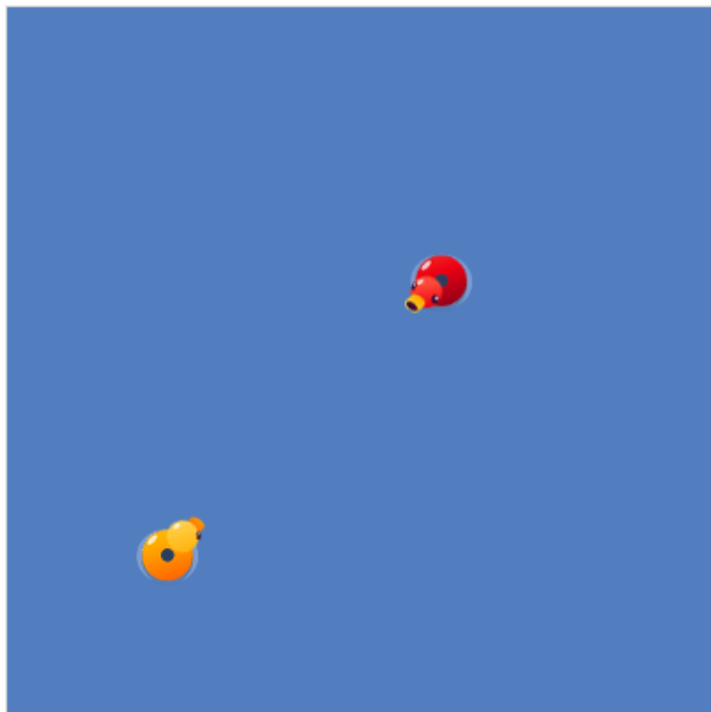


Gracz

Cel

```
1 cannon(180, 50);
```

Zadanie 2

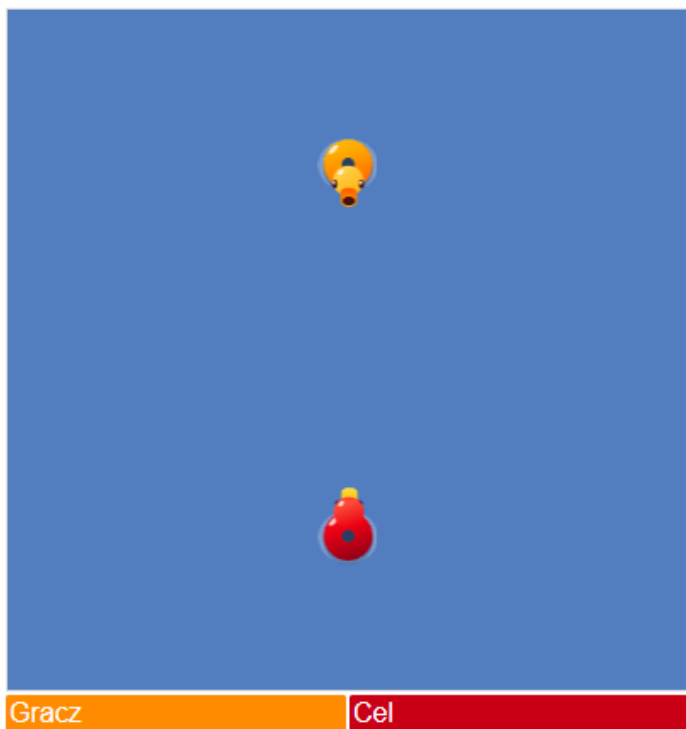


Gracz

Cel

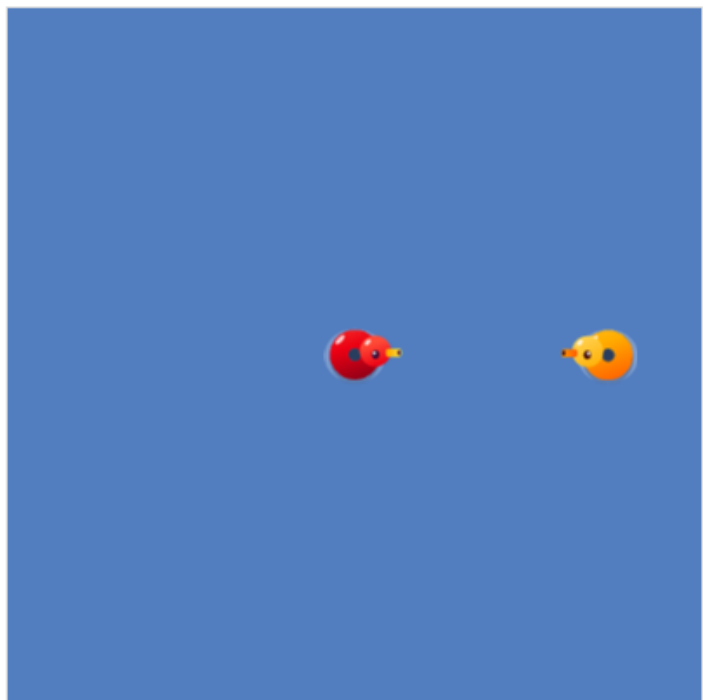
```
while ( true ) {  
  cannon( 45° , 60 );  
}
```

Zadanie 3



```
1- while(true) {  
2   cannon(270, 60);  
3 }
```

Zadanie 4

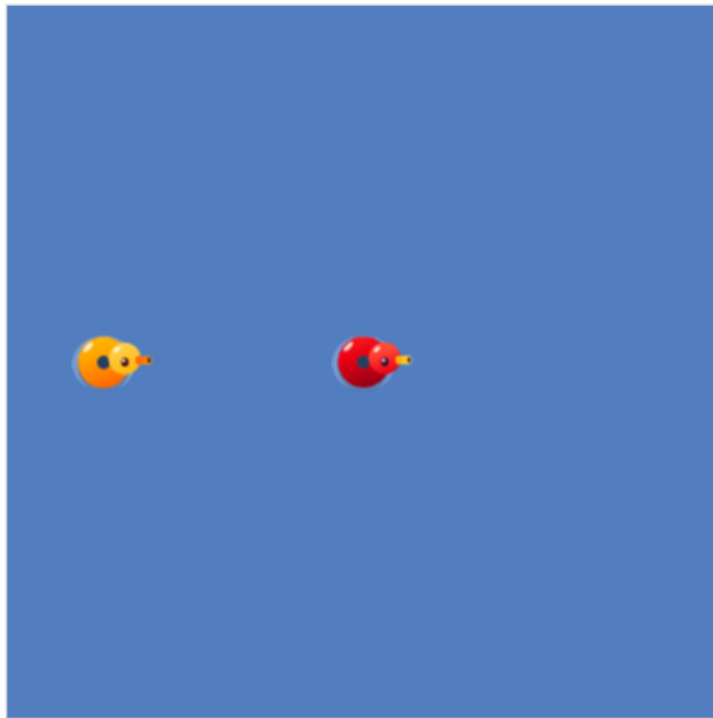


Gracz

Wahadlo

```
while ( true ) {  
  cannon( 180° , scan( 180° ) );  
}
```

Zadanie 5

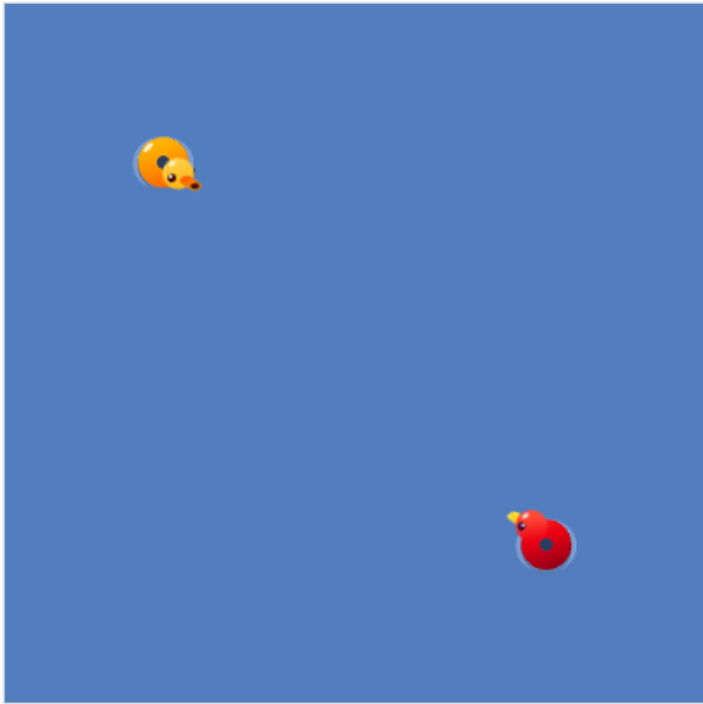


Gracz

Wahadlo

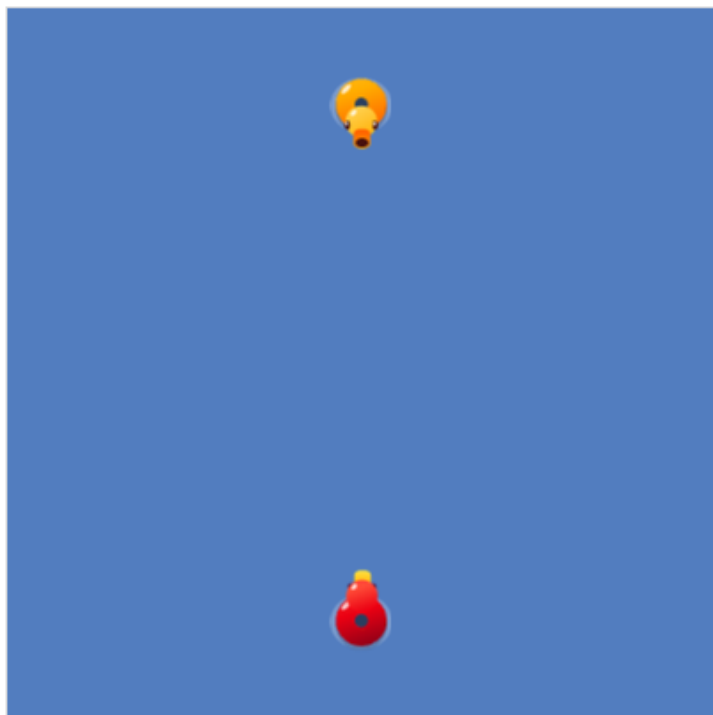
```
1 while(true){  
2   cannon(0, scan(0));  
3 }
```

Zadanie 6



```
swim( 315° );
```

Zadanie 7

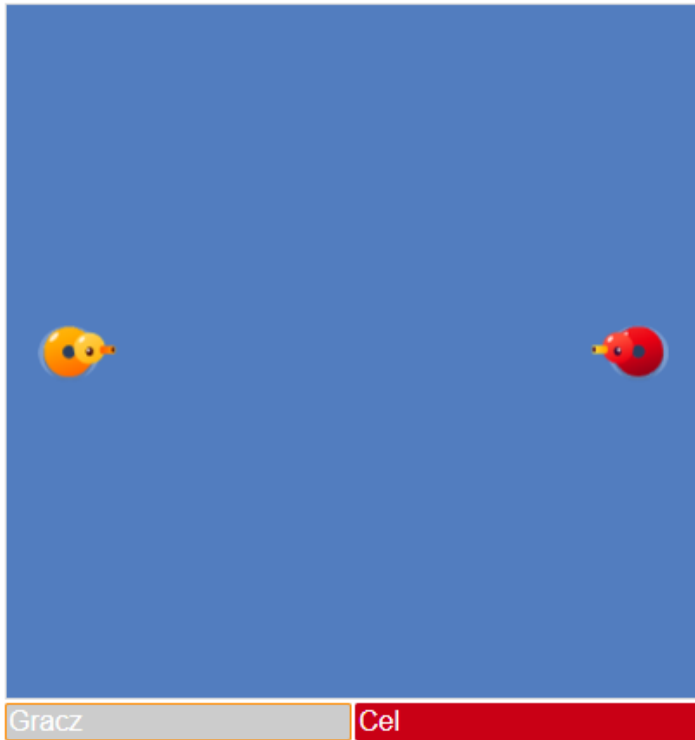


Gracz

Wahadlo

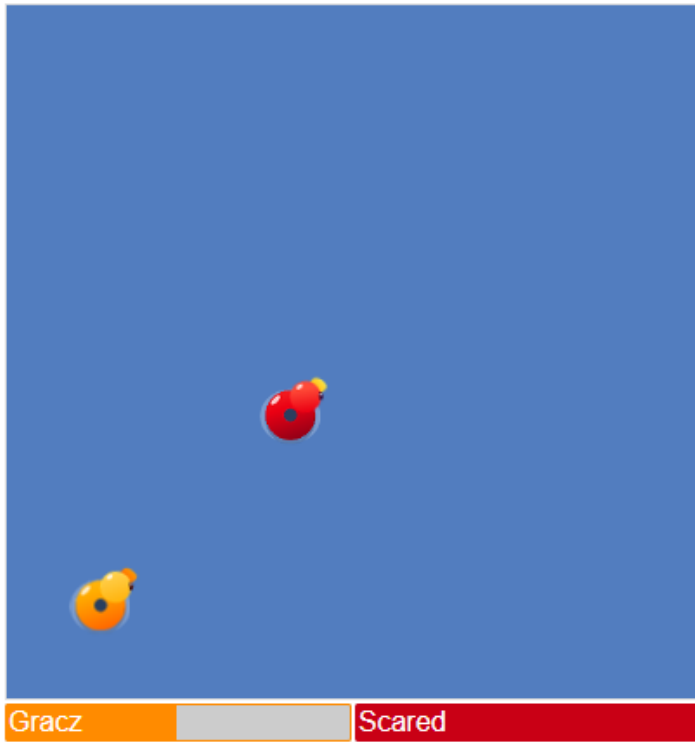
```
1 swim(275);
```

Zadanie 8



```
while ( loc_x() < 50 ){  
    swim( 0° );  
}  
stop();  
while ( true ){  
    cannon( 0° , scan( 0° ) );  
}
```

Zadanie 9



```
1- while(true) {  
2-     if(scan(45) > 70) {  
3-         swim(45);  
4-     } else {  
5-         stop();  
6-     }  
7-  
8-     cannon(45, scan(45));  
9- }
```

Zadanie 10

Źródła

- <https://blockly-games.appspot.com/pond-tutor>