



Introduction:

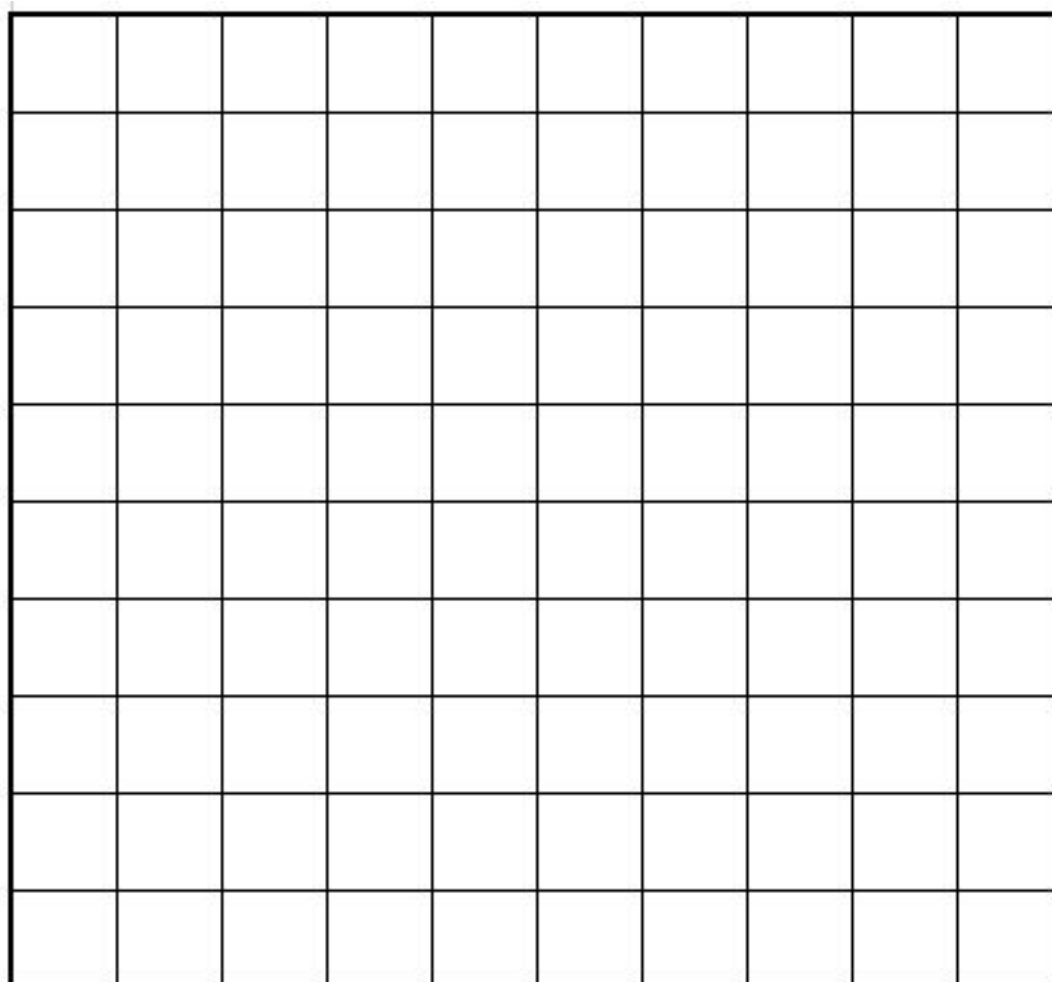
You have studied about algorithms and you have learnt how a program is written using a defined code. You have written program for painting a picture on a graph paper and have seen how different codes can be used to write the said programs.

Graph Paper Programming – Bigger Picture:

We now want to use what we have learnt to paint a picture on a bigger, a ten by ten graph paper. This will have a lot more steps. So, you will have to be careful while writing the code, not to miss any steps. You have seen three examples in the class – of drawing X, Z and Q.

Questions:

1. Select an alphabet you like. It can be the alphabet your name starts with or your surname starts with. It can be any other alphabet also. (Not, X, Z and Q). Write down the alphabet you want to paint.
2. Now, on the graph square on this worksheet, draw/paint the alphabet.





3. Can you now write the 'code' you will be using to write the program of painting the alphabet?

(It can be arrows and "c" for colour, or "R, L, U, D" for moves and "P" for painting or any other code you define)

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4. Can you now write down the program for painting the alphabet you chose using the 'code'?

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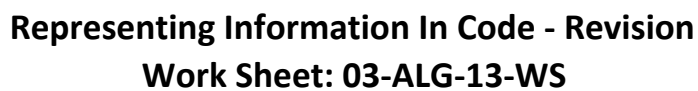
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This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins or other markings on the paper.