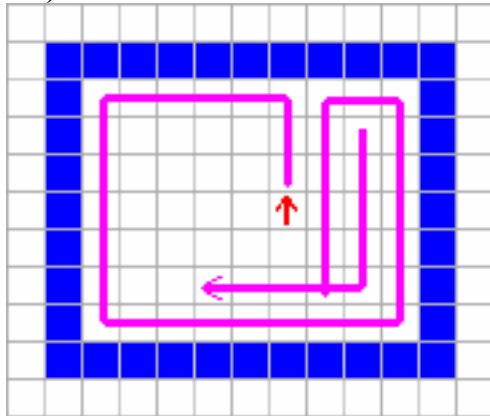
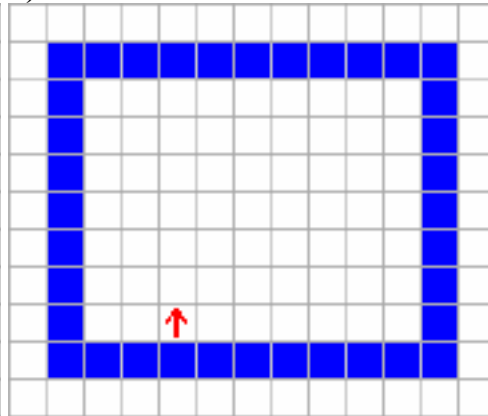


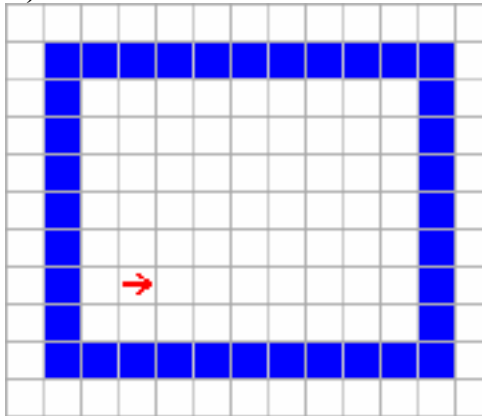
1.a)



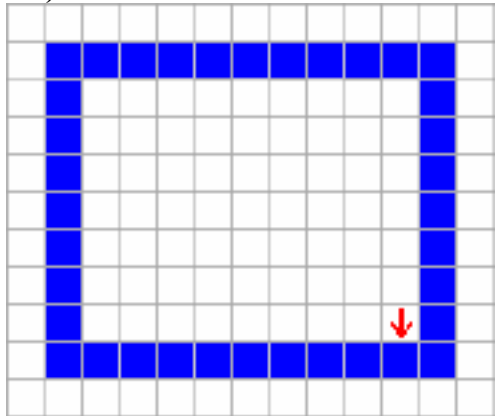
b)



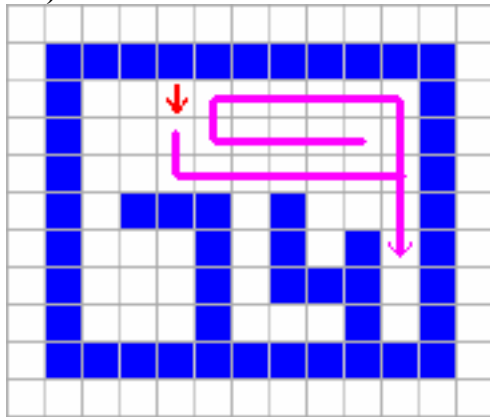
c)



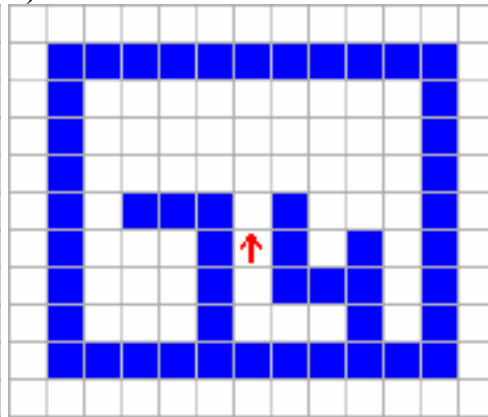
d)



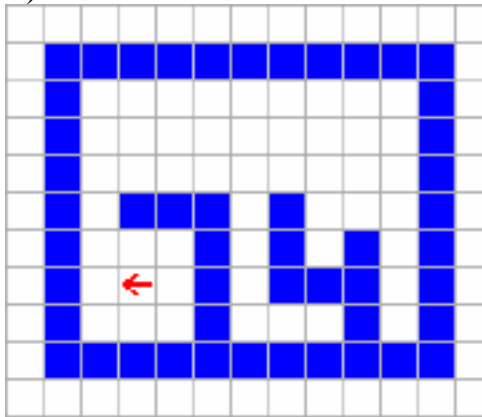
2.a)



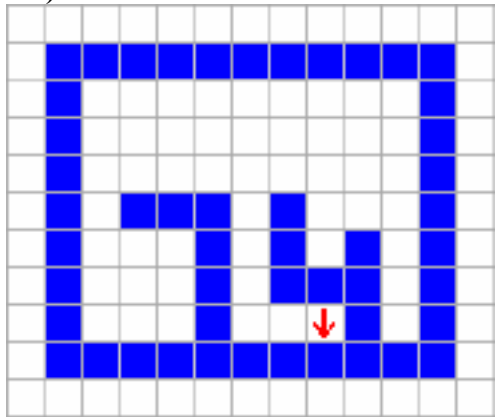
b)



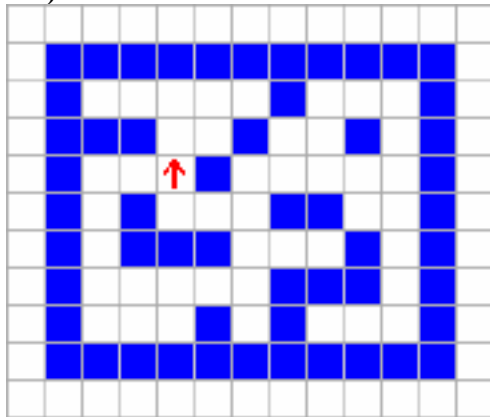
c)



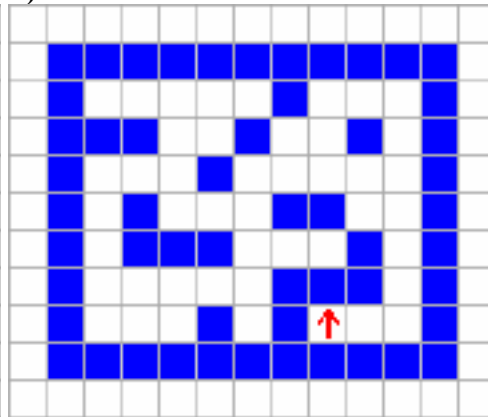
d)



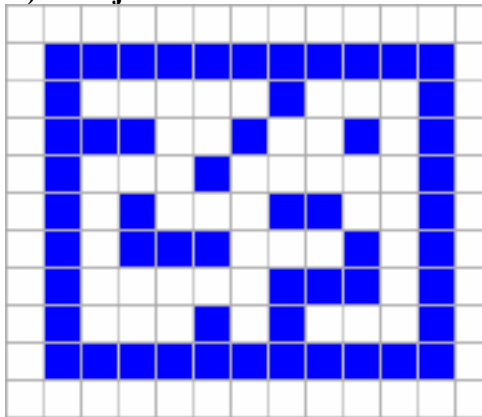
3.a)



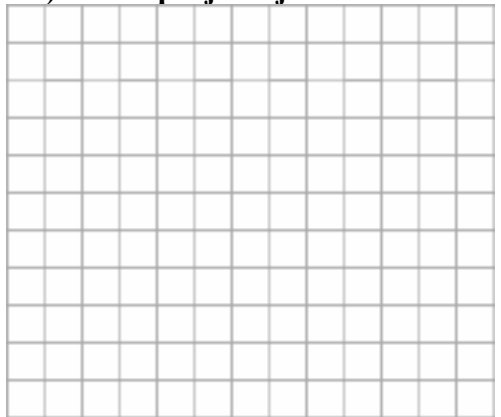
b)



c) sam jakoś ustaw



d) sam zaprojektuj



```
TO wypA
IF PIXEL = [255 255 255] [
    REPEAT 4 [
        FORWARD 1
        wypA
        FORWARD -1
        LEFT 90
    ]
]
END
```

Uwaga:           PIXEL = [255 255 255]  
jest TRUE, gdy pod żółciem jest biało.

Uwaga:           Po wykonaniu FORWARD 1 zamalowane jest  
TYLKO pole, z którego wyszedł żółw;

Uwaga:           FORWARD -1 nie zmienia zwrotu żółwia

```
TO wypB
IF PIXEL = [255 255 255] [
    REPEAT 4 [
        FORWARD 1
        wypB
        FORWARD -1
        RIGHT 90
    ]
]
END
```