

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# Programming Without Computer

## Language vs. library

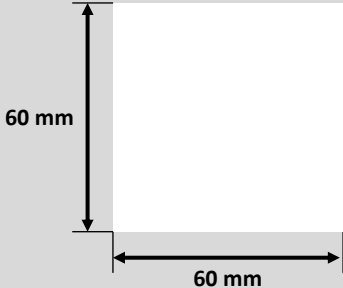
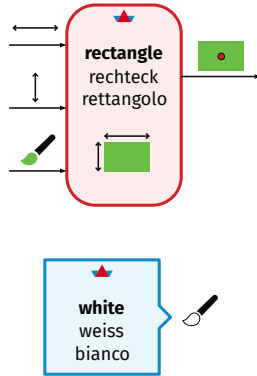
**Complete** the missing grammar rules and word definitions:

Language	Library
Putting words together in a sentence	Vocabulary
<b>Paola brings an apple to her cousin.</b>	<b>bicycle</b> , s. f. – Vehicle with two aligned wheels, of which the rear, traditionally, is operated, through the pedals, by the cyclist's legs.
<b>Paola</b> : proper name	<b>teacher</b> , n., adj. – _____
<b>brings</b> : _____	_____
<b>an</b> : indefinite article	<b>philosopher</b> , s. m. – _____
<b>apple</b> : common name	_____
<b>to</b> : preposition	_____
<b>her</b> : possessive adjective	_____
<b>cousin</b> : _____	_____

## Tamaro Cards – Create graphics

Language	Library
Combining words in a program	Vocabulary
<p><b>arguments</b></p> <p>80 40 red rot rosso</p> <p><b>function</b></p> <p>rectangle rechteck rettangolo</p> <p><b>constant</b></p> <p>Numbers implicitly have a unit. To create the shapes, we use 1 unit = 1mm. On the computer, 1 unit = 1 pixel.</p>	<p><b>return value</b></p> <p>rectangle rechteck rettangolo</p> <p>Create a <b>rectangle</b>, with its dimensions (length and height) and color</p> <p>triangle dreieck triangolo</p> <p>Create a <b>triangle</b>, with two sides, the angle between them and the color</p>

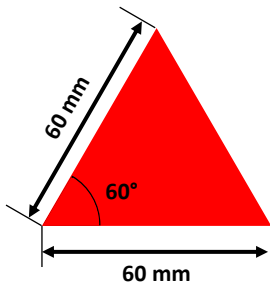
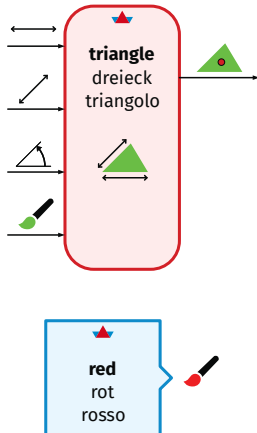
## Program a rectangle

1. Cut with scissors:	Library	2. Create the program with the cards:
		

The **rectangle** function has three **parameters**.

What are the **arguments** you associated with these three **parameters**?

## Program a red triangular roof

1. Cut with scissors:	Library	2. Create the program with the cards:
		

The **triangle** function has four **parameters**.


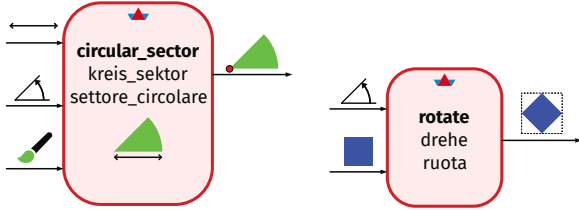
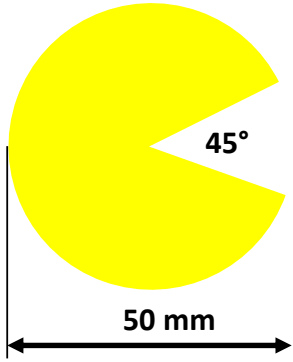
What are the **arguments** you associated with these four **parameters**?

## Program a house

Library	
<p>white weiss bianco</p> <p>red rot rosso</p>	<p>above ueber sopra</p> <p>rectangle rechteck rettangolo</p> <p>triangle dreieck triangolo</p>
	Create the program with the cards:

Can you **explain the** program with the cards to your grandparents in words so that it is clear what figure it produces?

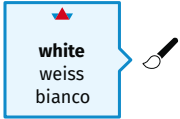
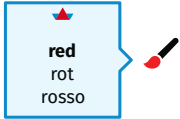
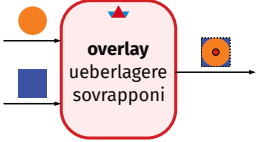
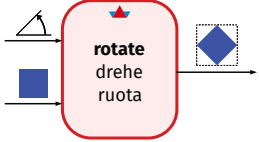
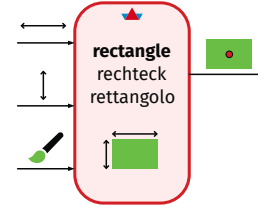
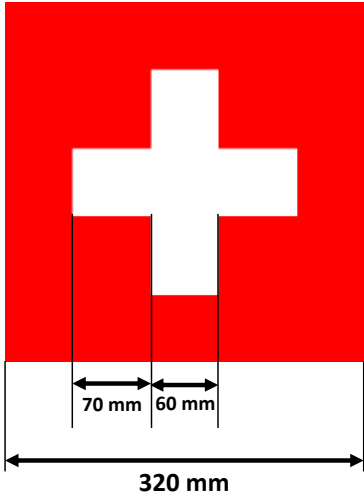
## Program the Pac-Man

Library	
<b>Constants:</b> 	<b>Functions:</b> 
	<p>Create the Pac-Man program with cards:</p>

What angle did you use for the circular sector?

How many degrees did you rotate the circular sector to get Pac-Man?

## Program the Swiss flag

Library	
<b>Constants:</b> <div data-bbox="212 365 391 483">  <p>white weiss bianco</p> </div> <div data-bbox="212 533 391 651">  <p>red rot rosso</p> </div>	<b>Functions:</b> <div data-bbox="627 365 885 506">  <p>overlay ueberlagere sovrapponi</p> </div> <div data-bbox="917 365 1176 506">  <p>rotate drehe ruota</p> </div> <div data-bbox="627 517 885 723">  <p>rectangle rechteck rettangolo</p> </div>
 <p>Diagram of the Swiss flag showing a red square with a white cross. The cross has a width of 70 mm and a height of 60 mm. The total width of the flag is 320 mm.</p>	<p>Create the program with the cards: (A hint: try making the graphic with paper and scissors first!)</p>

Did you need the `rotate` function?  
 Could it be useful in any way to build the Swiss flag?

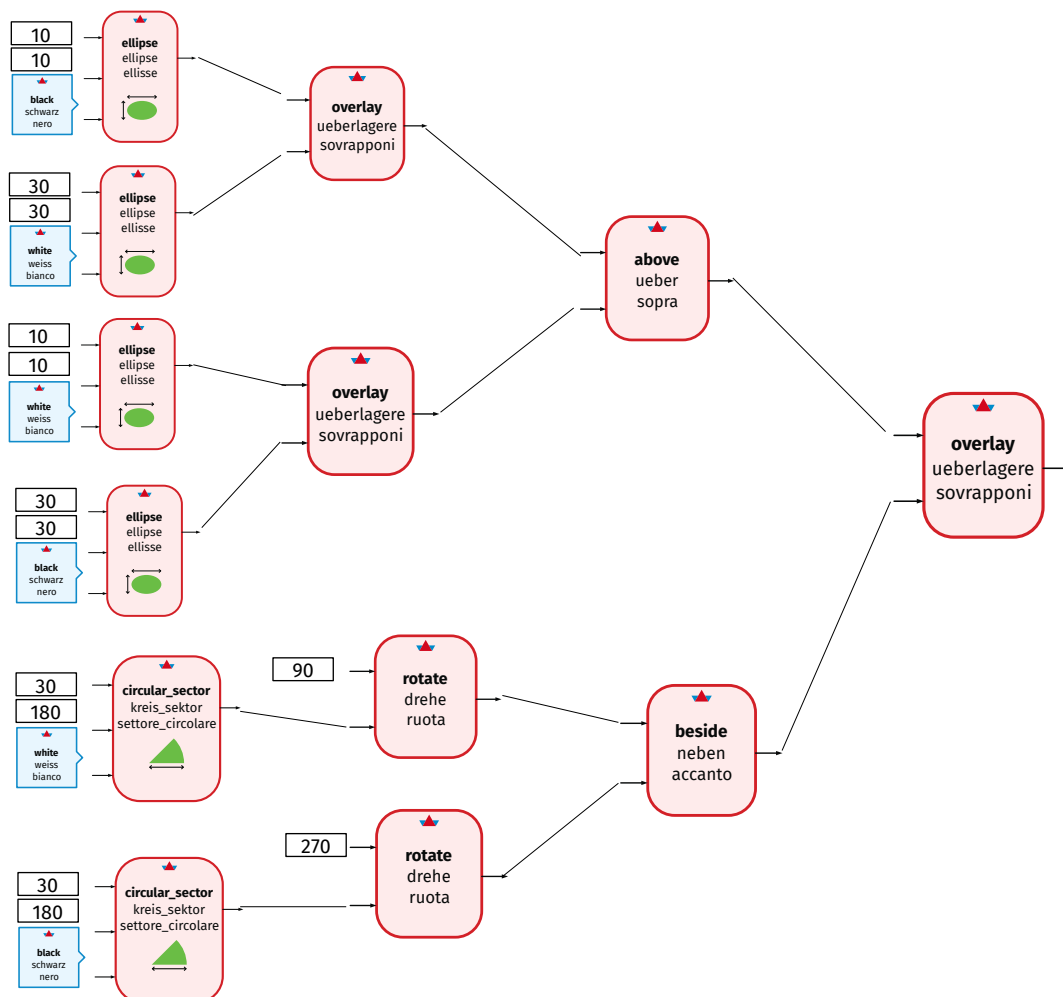
## Interpreting a program with Tamaro Cards

What graphics are produced with the following program?

This program uses these two new **functions**: ellipse and beside.




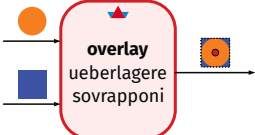
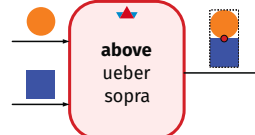
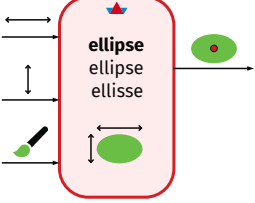
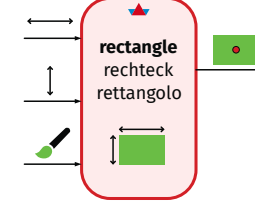



Draw the **return values** of each **function** (graphics are produced after the arrow to the right of the function). The **return value** you find furthest to the right is the final result of the program, the graphics we want to produce.



If you replace the **value** 270 with -90, will the result be the same?

## Program the "traffic light" graphics

Library	
<b>Constants:</b> <div style="margin-top: 10px;"> <div style="border: 1px solid blue; padding: 5px; margin-bottom: 5px;">   <b>red</b>            rot            rosso         </div> <div style="border: 1px solid blue; padding: 5px; margin-bottom: 5px;">   <b>yellow</b>            gelb            giallo         </div> <div style="border: 1px solid blue; padding: 5px;">   <b>black</b>            schwarz            nero         </div> </div>	<b>Functions:</b> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;">   <b>overlay</b>            ueberlagere            sovrapponi         </div> <div style="text-align: center;">   <b>above</b>            ueber            sopra         </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;">   <b>ellipse</b>            ellipse            ellisse         </div> <div style="text-align: center;">   <b>rectangle</b>            rechteck            rettangolo         </div> </div>
	<p>Create the program with the cards:</p>

What should be **different** in your program,  
if the traffic light was green instead of red-yellow?

## Program the graphic described below

Draw two yellow circular rings. Each ring has an internal radius of 30mm and an external radius of 90mm; the inner circle is black. Place the two circular rings side by side so that they are tangent to each other.

Library	
<b>Constants:</b>	<b>Functions:</b>
Graphic:	Create the program with the cards: