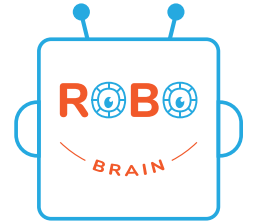








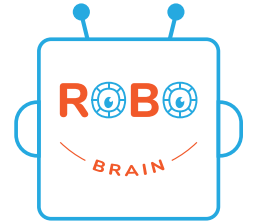
# Homework - Task 1



- A function is a tool. It has a name and it does something. Sometimes we need to first give the tool something so that it will produce something else.
- Finish the following table.

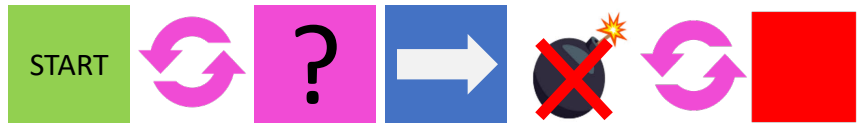
				
				
				
				
				
				
	<b>Name</b>	<b>What it does</b>	<b>What to input</b>	<b>What to output</b>

# Task 2

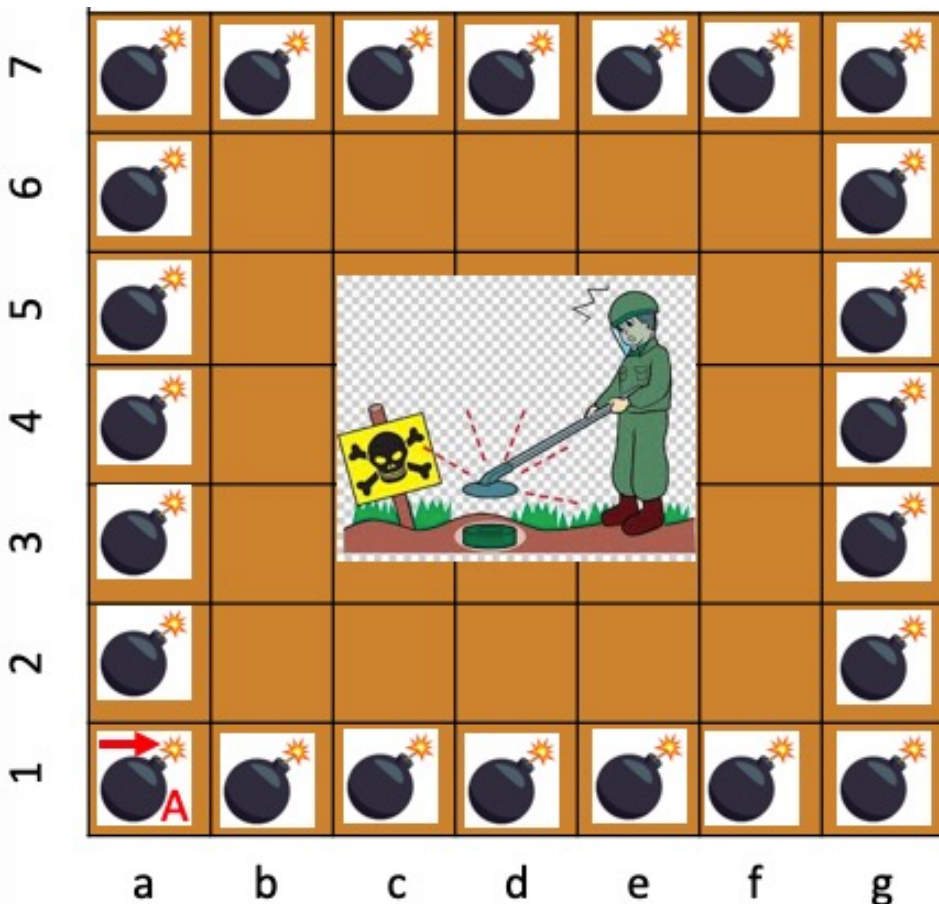
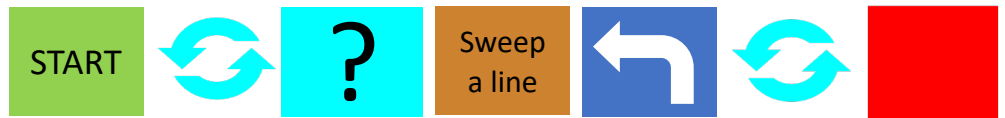


- A soldier is sweeping the land mines on the battle field. He already knows the positions of all the mines from the map and he will start from A facing east.
- You will be given a main program and a function. Replace each ? with a sensible number to make the soldier sweep all the mines.

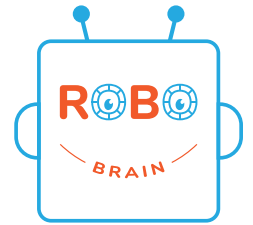
Function: Sweep a line



Main Program:



# Task 3



- Revise the function and the main program so that they can help the soldier sweep in the new field.

Function: Jump  
Sweep  
a line



Main Program:  

