

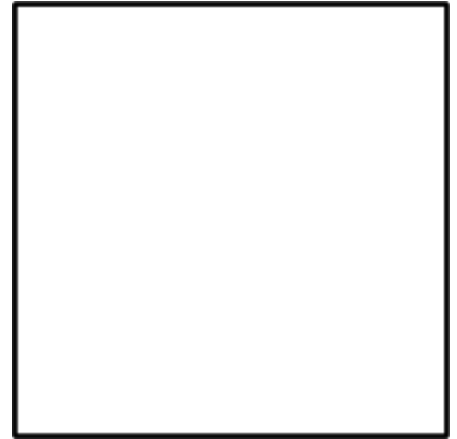
2. In the box on the right, sketch the path the following code would produce:

(Assume logical behavior for

subroutines: ex. RIGHT_90 = 90 degree turn to the right)

```
counter VAR Word
flip VAR Byte

flip = 0
FOR counter = 1 TO 4
  IF flip = 0 THEN
    GOSUB curveRightSemiCircle 'diameter of 1 tile
    flip = 1
  ELSE
    GOSUB curveLeftSemiCircle 'diameter of 1 tile
    flip = 0
  ENDIF
NEXT
GOSUB spinLeft_90
FOR counter = 1 TO 200 'assume enough for 4 tiles
  GOSUB forward
NEXT
```



3. Examine the following code. Circle all errors.

```
' -----[ Variables ]-----
speedLeft    VAR Bite
speedRight   VAR Bite
goalLeft     VAR Bite
goalRight    VAR Bite

' -----[ Main Code ]-----
speedLeft = 0
speedRight = 0
goalRight = 100
goalLeft = 100

DO
  GOSUB changeSpeed
  GOSUB drive
NEXT

' -----[ Subroutines ]-----
adjustSpeed:
  FOR speedLeft =< goalLeft THEN
    speedLeft = speedLeft + 1
  ELSEIF speedLeft > goalLeft THEN
    speedLeft = speedLeft - 1
  ENDIF
  IF speedRight =< goalRight THEN
    speedRight = speedRight + 1
  ELSEIF speedRight > goalRight THEN
    speedRight = speedRight - 1
  ENDIF
END

drive:
  PULSOUT speedLeft, 12
  PULSOUT speedRight, 13
  PAUSE 20
RETURN
```

For this question, this is the whole code. If this were pasted into the editor, what problems would it find?

If any, treat any repeated error as a single error. Can you find all of them?

This is a really silly program. Don't worry about why it does what it does; just find the problems.