1. Naloga: Slonček Simon je žejen. Pomagaj mu, da pride do ribnika z osnovnimi ukazi, ki smo jih spoznali z uvodno igrico (dogovorjeni ukazi: naprej ↑ , nazaj ↓ , obrat v levo \_\_ , obrat v desno \_\_ ). Rešitev napišite z znaki na spodnje črtice.

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1. Predstavljaj si, da si na polju **X**. Ali te spodaj napisani program pripelje na polje **Y**? Če ne, ga dopolni tako, da boš prišel na polje **Y**.
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1. Spoznali smo tudi ukaz ponovi. Kako bi na krajši način zapisali programa pri 1. in pri 2. nalogi?
2. Naloga:
3. Naloga:

4. Poglejmo si še zadnji primer. S katerimi ukazi, bo Ana narisala kvadrat? Recimo da je stranica kvadrata dolga 100px (pixlov).



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Program napiši s pomočjo:

