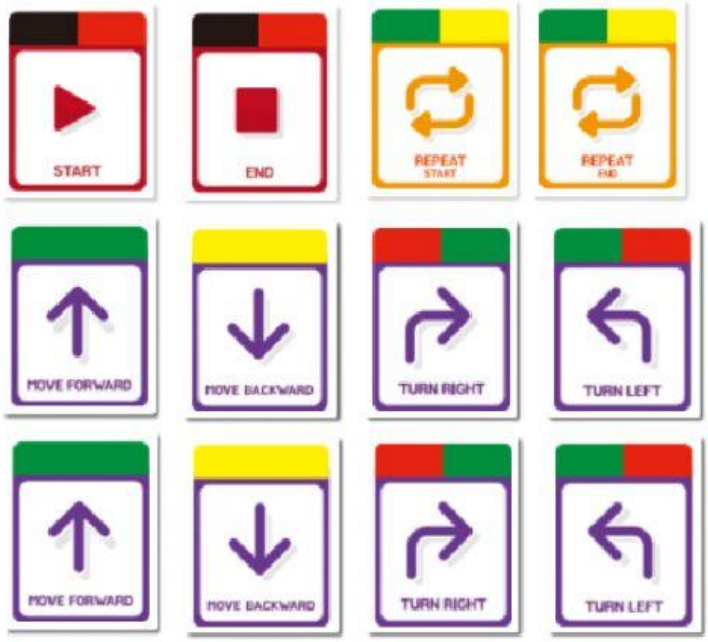
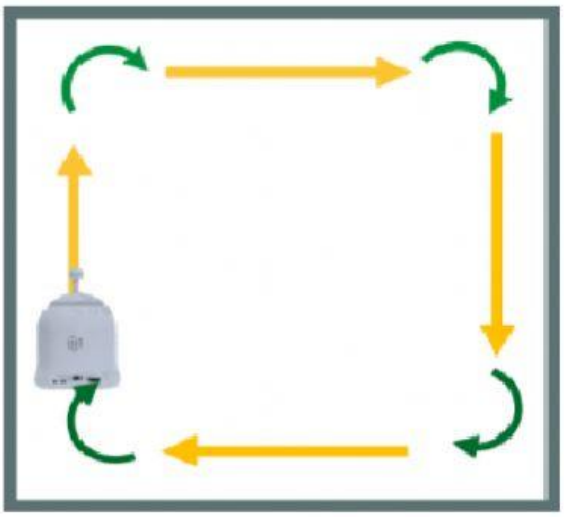
Challenge 2: Make an algorithm. Use the "Loop cards" to make Fateen move inside the square.





1	2	3	4	5	6	7	8