

LIVEWORKSHEETS

Fix the range to make four whales blow - from whales[2] to whales[5].

solution.py | level_setup.py

You are viewing a solution for this challenge

```
1 for index in range(2, 6):
2     print(index)
3     whales[index].blow(5)
```

Console | Hints | Run!



LIVEWORKSHEETS



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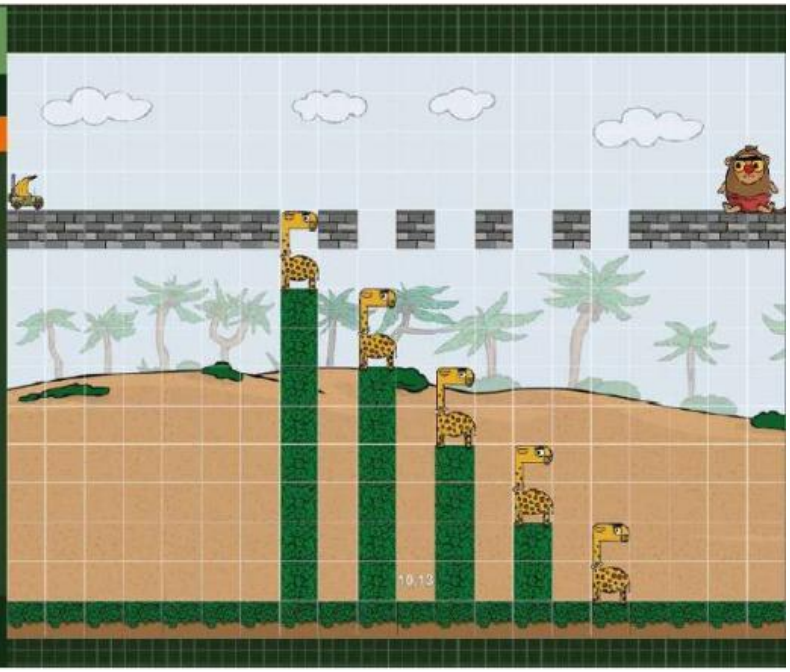
Check by how much more each giraffe need to stretch.

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```
1  height = 2
2
3  for giraffe in giraffes:
4      giraffe.height = height
5      height = height + 2
6
```

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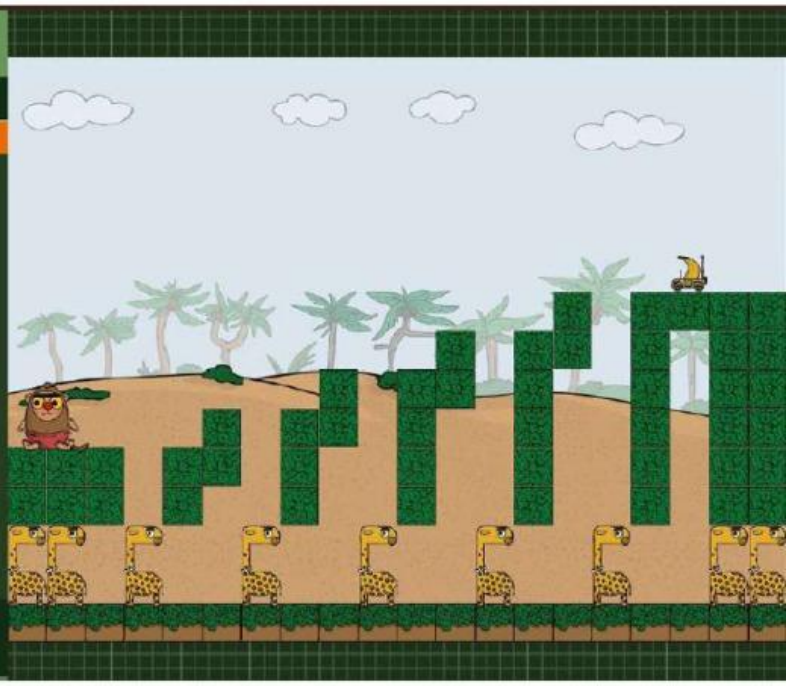
The giraffes' heights need to decrease by 1 each time.

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```
1  height = 8
2
3  for index in range(1, 6):
4      giraffes[index].height = height
5      height = height - 1
```

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The dragon will fire at ice blocks and will smash all fences.

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```
for obstacle in obstacles:
    if obstacle.is_ice():
        dragon.fire_at(obstacle)
    if obstacle.is_fence():
        dragon.smash(obstacle)
```

Console | Hints | Run!



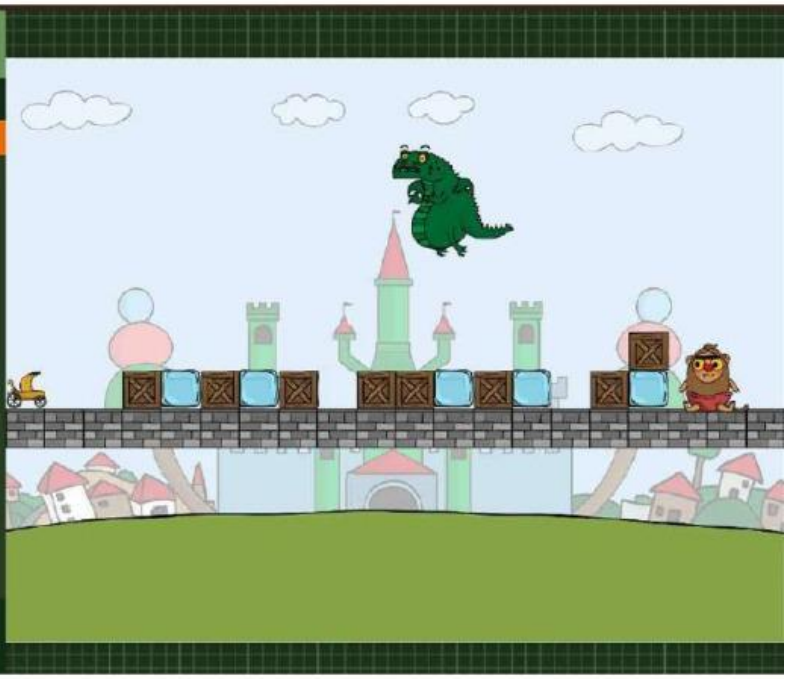
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If it's not ice, what else can it be?

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```
for obstacle in obstacles:
    if obstacle.is_ice():
        dragon.fire_at(obstacle)
    else:
        dragon.smash(obstacle)
```



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So many different obstacles!

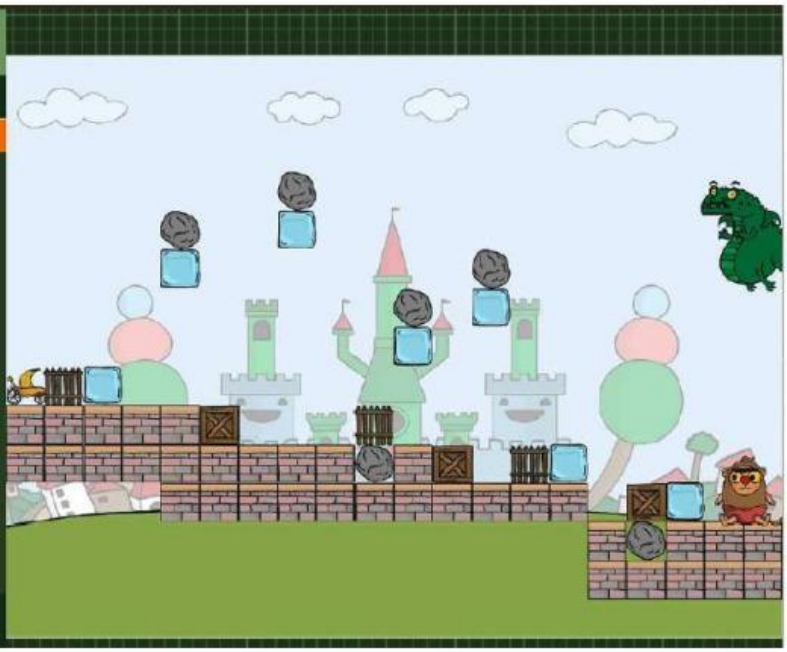
solution.py | level_setup.py

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```
for obstacle in obstacles:
    if obstacle.is_ice() and obstacle.is_on_ground():
        dragon.fire_at(obstacle)
    if obstacle.is_box() or obstacle.is_fence():
        dragon.smash(obstacle)

```

Console | Hints | Run!



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