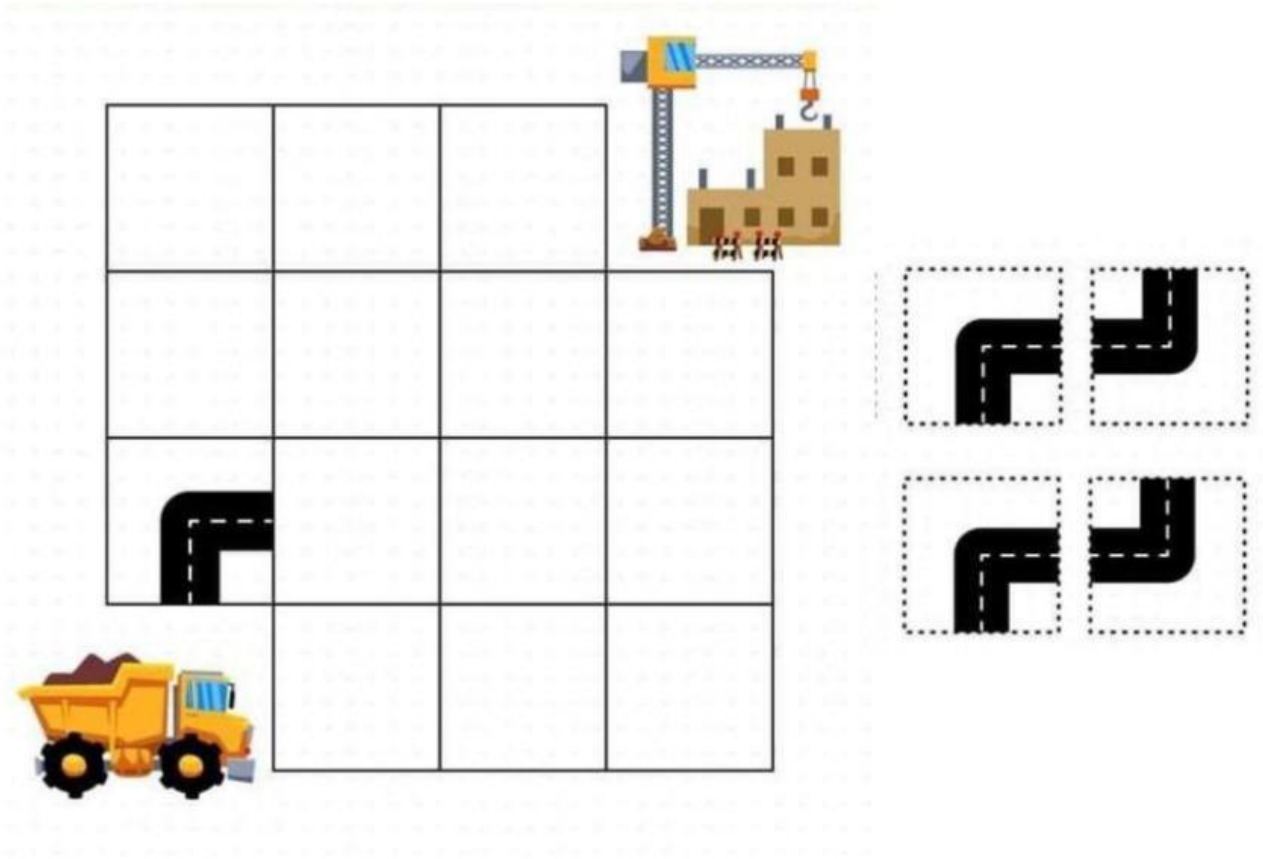
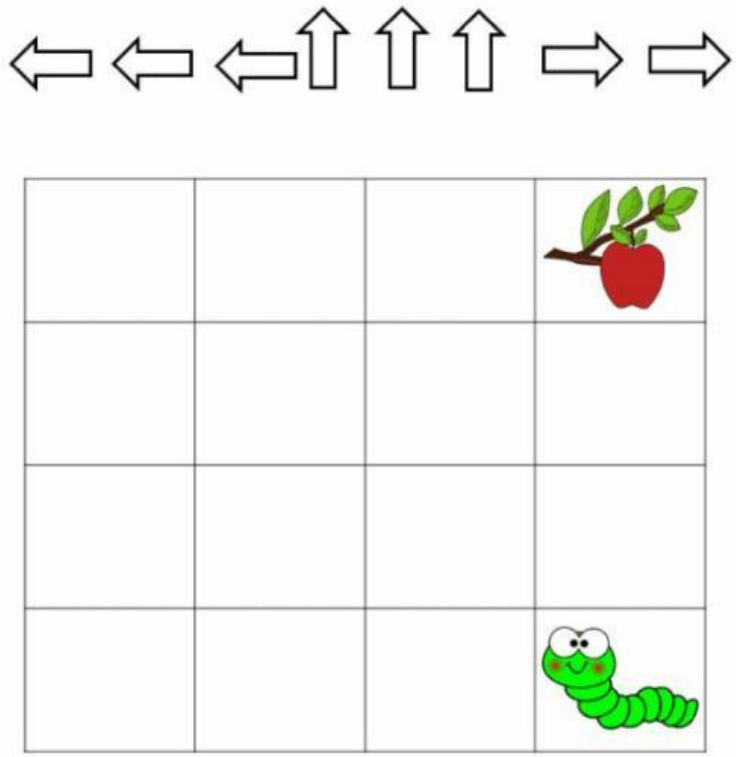
1. Uzdevums. Palīdzi kravas auto nokļūt līdz būvlaukumam!



2. Uzdevums. Iekrāso tārpiņa ceļu pie ābola pēc dotā algoritma!



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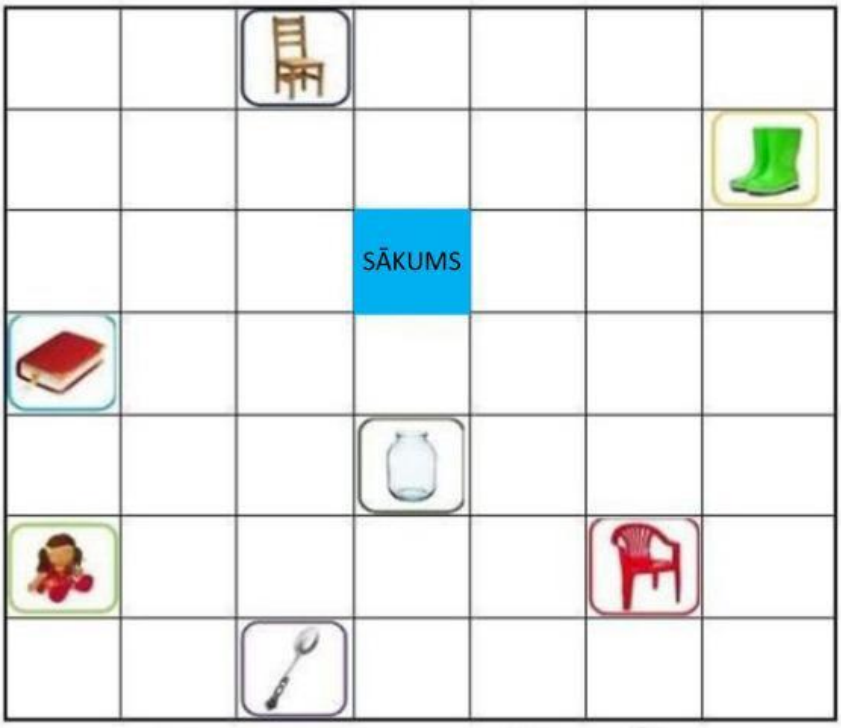
3. Uzdevums. Izpildi zemāk dotos algoritmus. Pasaki, pie kāda objekta katrs no tiem ved!



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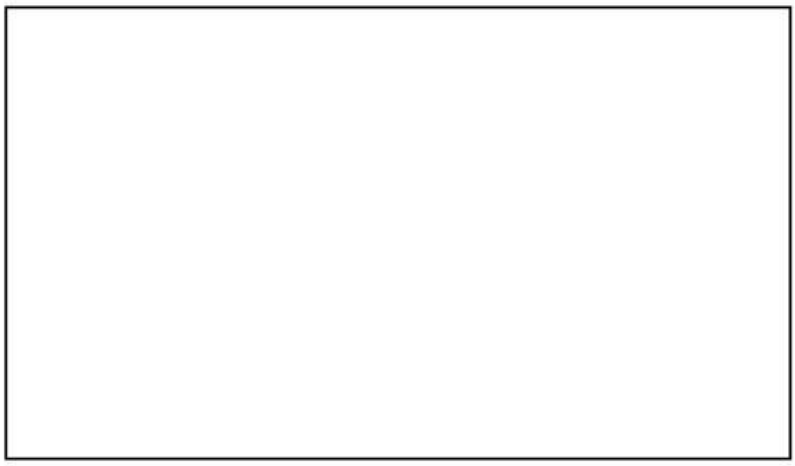
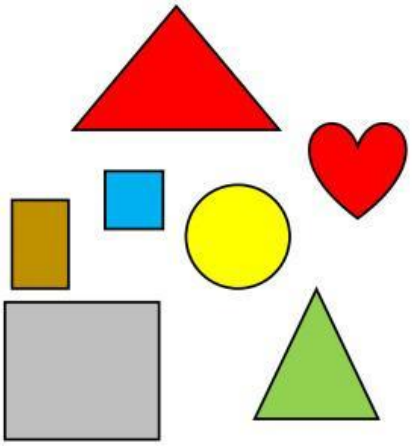
2. ↑ ← ↓ ← ↓ ↓ ↓ ←
3. ← ↓ → → ↑ ↑ → →
4. ↓ ← ↑ ← ↑ ↑ →
5. ↓ → ↑ → ↓ ↓ ← ↓ →

4. Uzdevums. Lasi algoritmu, pārvieto objektus pēc norādēm!

1. Novieto pelēko kvadrātu laukuma vidū.
2. Novieto sarkano trijstūri virs pelēkā kvadrāta
3. Novieto brūno taisnstūri pelēkā kvadrāta vidū, pie apakšējās malas.





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