Tööleht: Objektide liigutamine: punktist S punkti Z

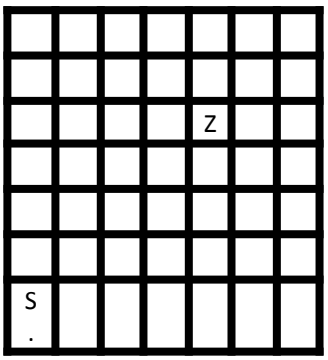
Kirjuta üles, kuidas jõuda väljalt S (algus) väljale Z (lõpp). Ruudule, kus on sees X, ei tohi astuda.

V Üles

Z Alla

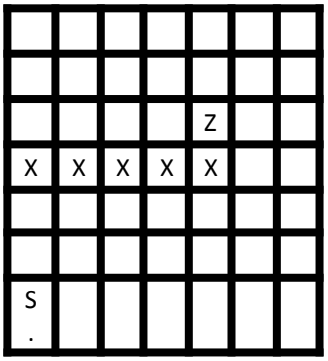
R Pöörake paremale

L pöörake vasakule



Lahendus:

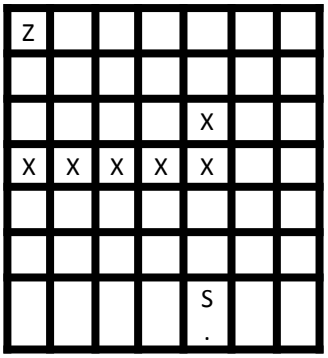
- VVVV
- R.
- VVVV



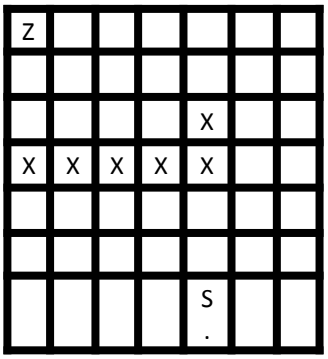
Lahendus:

- R.
- VVVVV
- L.
- VVVV
- L.
- V

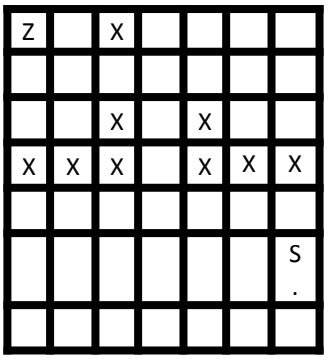
Ülesanne 1



Ülesanne 2



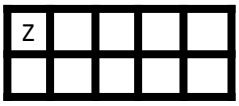
Ülesanne 3

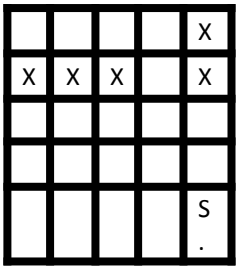


Kas saate BeeBoti uuesti tagasi juhtida?

Meie edasised ülesanded.
1. Liigutage Bee Bot väljalt S (algus) väljale Z (lõpp).
2. Kirjutage lahendus
3. Kirjutage lahendus kirjutusprogrammiga üles.

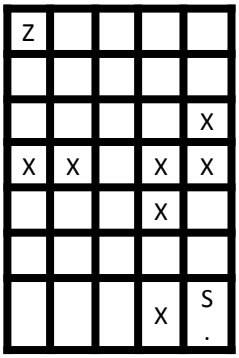
Ülesanne 4





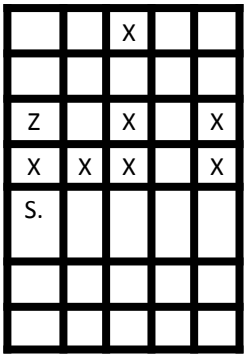
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Ülesanne 5



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Ülesanne 6



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