

<p>1</p> <pre> when run repeat 4 times do move forward remove 1 </pre>	<p>2</p> <pre> when run move forward repeat 6 times do fill 1 </pre>	<p>3</p> <pre> when run move forward repeat 10 times do remove 1 </pre>	<p>5</p> <ul style="list-style-type: none"> <li><input type="radio"/> A. Nothing will happen.</li> <li><input type="radio"/> B. The farmer will never stop removing dirt.</li> <li><input checked="" type="radio"/> C. The farmer will remove dirt as long as there is a pile, then stop when the pile is gone.</li> <li><input type="radio"/> D. The farmer will remove dirt only once.</li> </ul>
<p>6</p> <pre> when run move forward while there is a pile do remove 1 </pre>	<p>7</p> <pre> when run repeat 5 times do   move forward   while there is a pile   do remove 1 </pre>	<p>8</p> <pre> when run repeat 3 times do   move forward   while there is a hole   do fill 1   turn right 90   move forward   while there is a hole   do fill 1   turn left 90 </pre>	<p>9</p> <pre> when run repeat 3 times do   move forward   while there is a hole   do fill 1   turn right 90   move forward   while there is a hole   do fill 1   turn left 90 </pre>
<p>10</p> <pre> when run repeat 6 times do   while path ahead   do move forward   while there is a hole   do fill 1   turn right 90 </pre>	<p>11</p> <pre> when run repeat 3 times do   while path ahead   do move forward   remove 1   turn left 90 </pre>	<p>12</p> <pre> when run repeat 3 times do   move forward   move forward   while there is a pile   do remove 1   turn left 90   move forward   move forward   turn right 90 </pre>	<p>13</p> <ul style="list-style-type: none"> <li><input type="radio"/> A. Nothing. This code will leave only level ground.</li> <li><input checked="" type="radio"/> B. This code will leave the pile completely untouched.</li> <li><input type="radio"/> C. This code will leave the holes completely untouched.</li> <li><input type="radio"/> D. This code will leave the last hole untouched.</li> </ul>