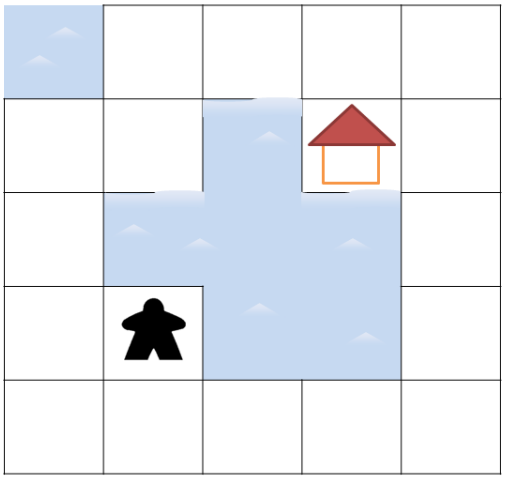
Handout 3. One program, more programs (1/2)

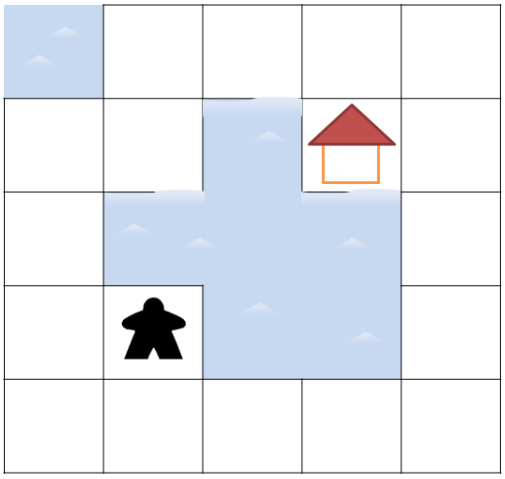
PROGRAM



Instruction: Write a program that will take the avatar home. Be careful: it mustn't fall in the water!

✂----------

PROGRAM



Instruction: Write a program that will take the avatar home. Be careful: it mustn't fall in the water!