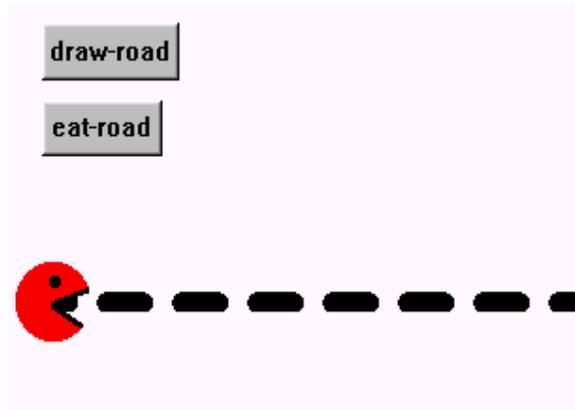


Pacman

A MicroWorlds Activity Page

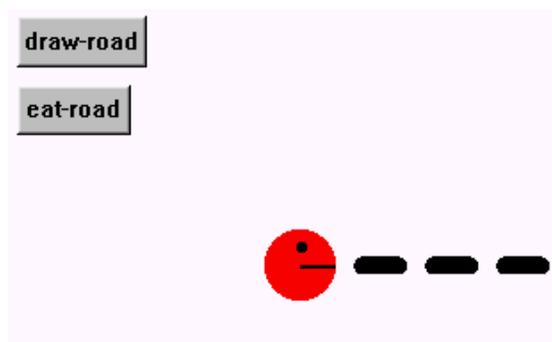


Activity 1: Write a procedure to draw a thick, dotted line. Here is an example:

```
to draw-road
cg setpensize 10 setc 9
rt 90
pu bk 260
repeat 13 [pd fd 20 pu fd 20]
pu bk 520
end
```

Experiment with different line thicknesses, different starting positions, and different numbers of line segments.

Activity 2: Draw two Pacman shapes, one with open mouth and one with closed mouth. Write a procedure to make a Pacman character “eat” the dotted line. It can “eat” the line by tracing over it with white color. Be sure that the Pacman character starts at the beginning of the line. (You can place it there at the end of the draw-road procedure or the beginning of the eat-road procedure.) Here is an example:



```
to eat-road
setc 0
pd
repeat 13 [setsh "Pacman1 fd 20 wait 2
           setsh "Pacman2 fd 20 wait 2]
bk 520
end
```

Challenge: Can you draw a dotted road that makes some turns and make the Pacman eat the whole road?