

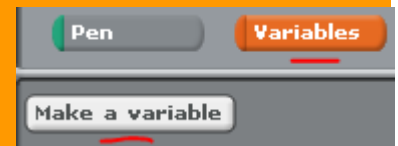
Maths Angles of 2D shapes build from pseudo code

Create three variables

length of side

number of sides

turn in degrees

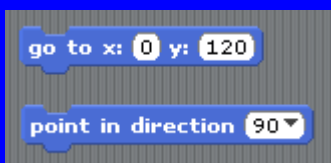


Choose a start block



place sprite at x=0 y=120 (top middle)

point in direction 90 degrees



Clear all other lines



Put pen down onto the screen so it can draw

Ask the user what length of sides and use their

answer to set the length of sides variable



Ask the user what number of sides and use their

answer to set the number of sides variable

Ask the user what turn in degrees and use their

answer to set the turn in degrees variable

Repeat the number of sides variable



move the length of side variable steps



turn right the turn in degrees variable

