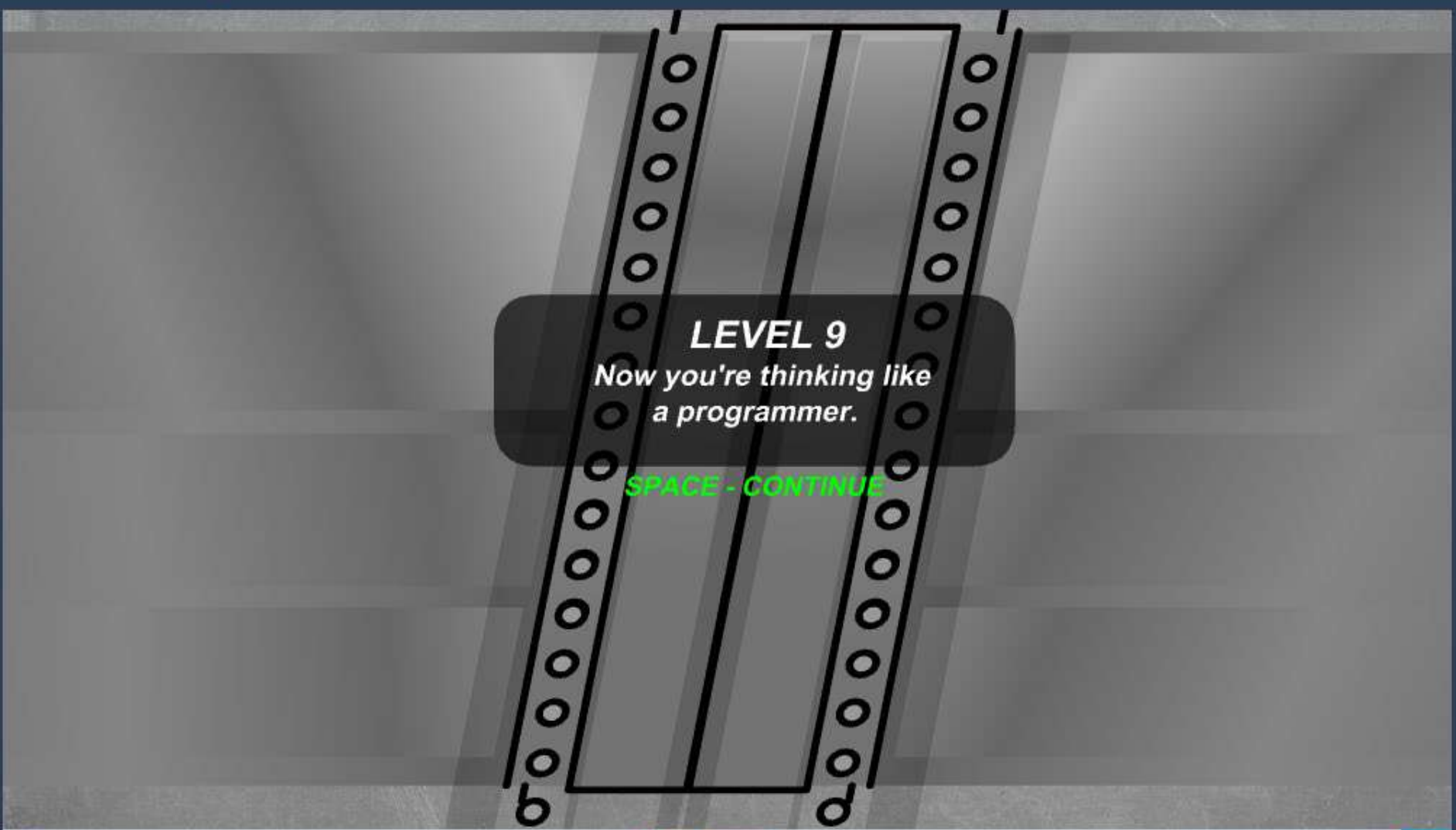


**LEVEL 8**  
Putting the "fun" back  
in "functions"!

SPACE - CONTINUE



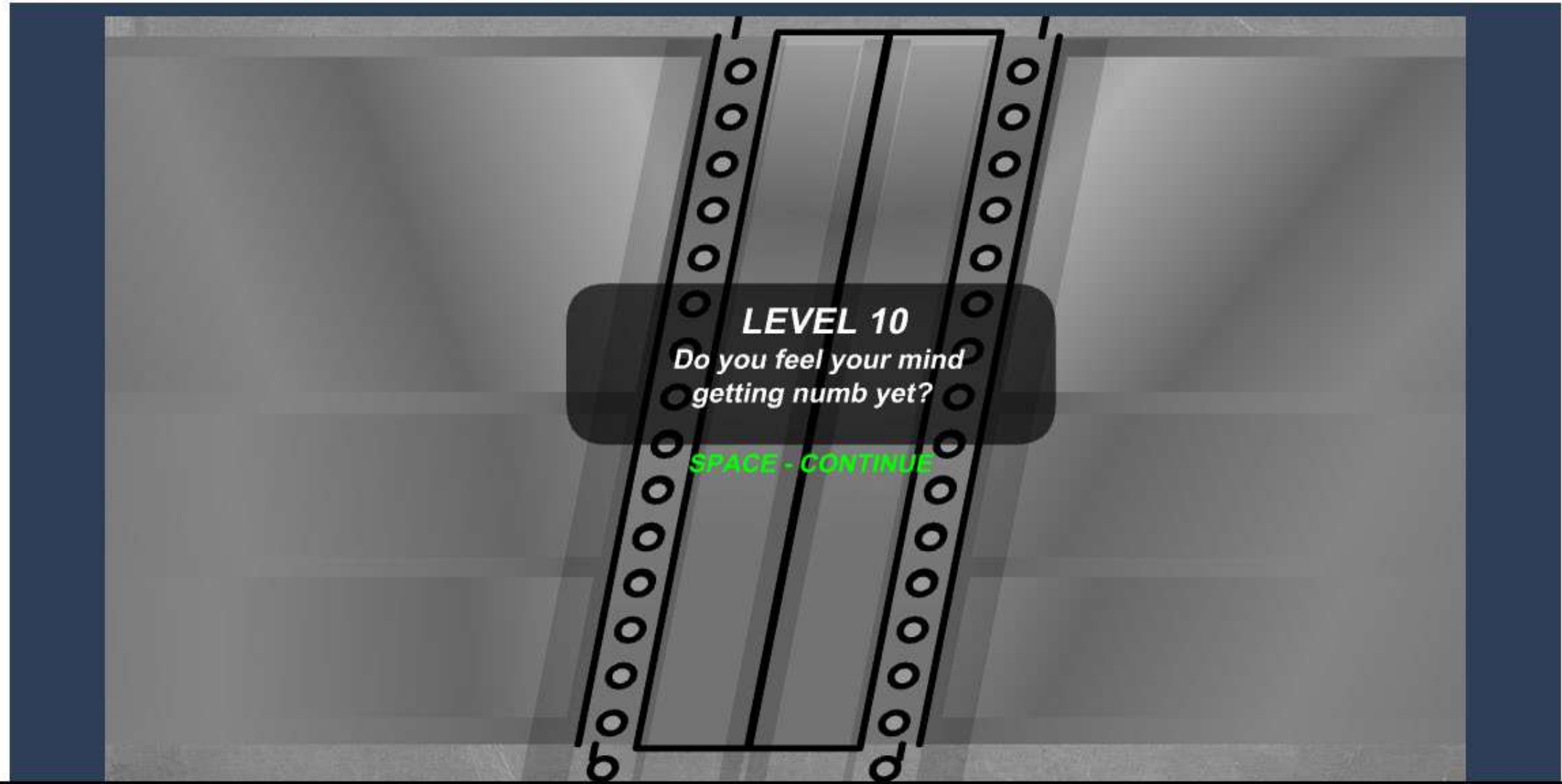


**LEVEL 9**  
*Now you're thinking like  
a programmer.*

SPACE - CONTINUE

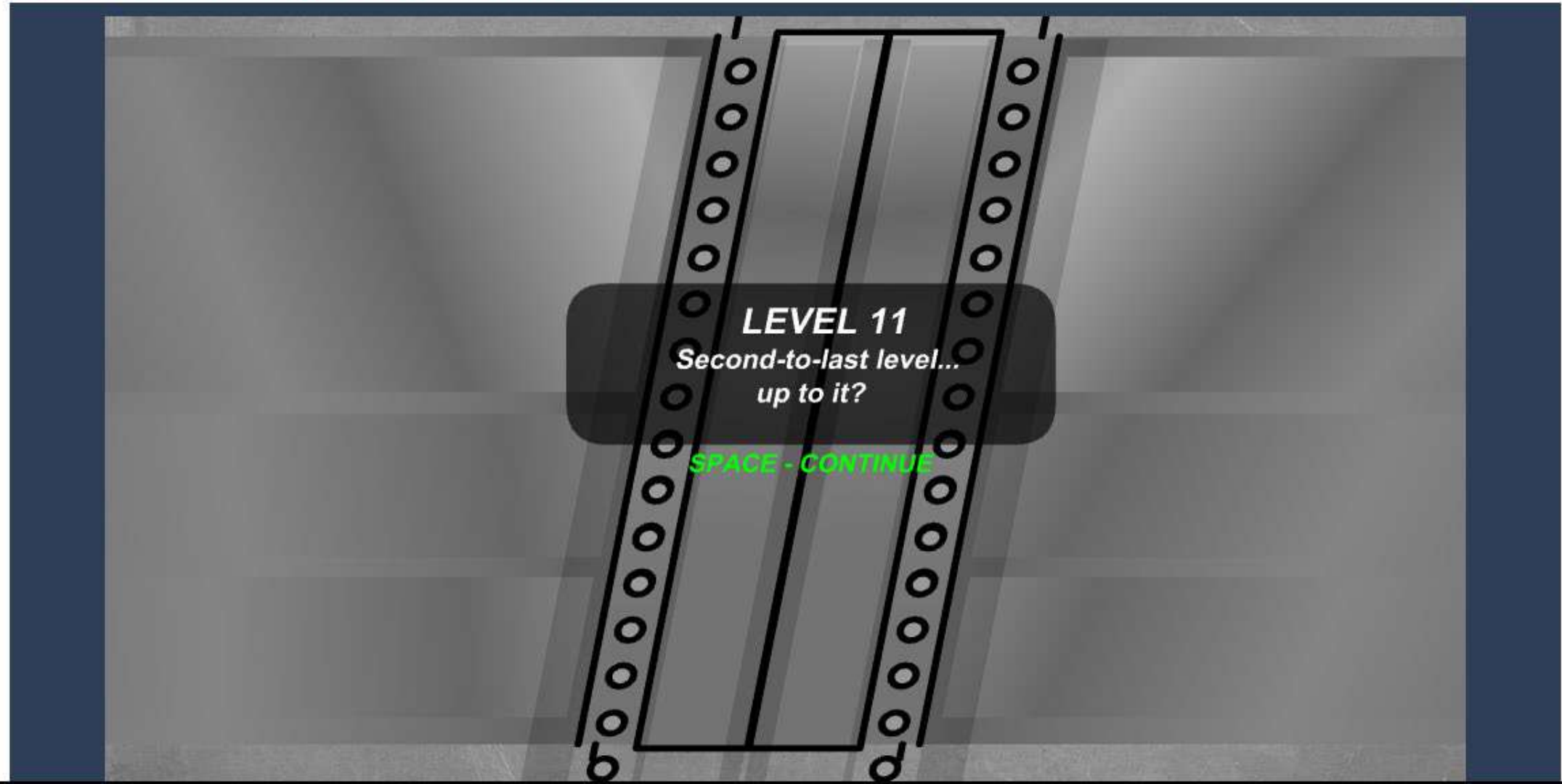
# Aprender a Programar un Robot

★★★★☆ (95 votos, promedio: 3,60 de 5)



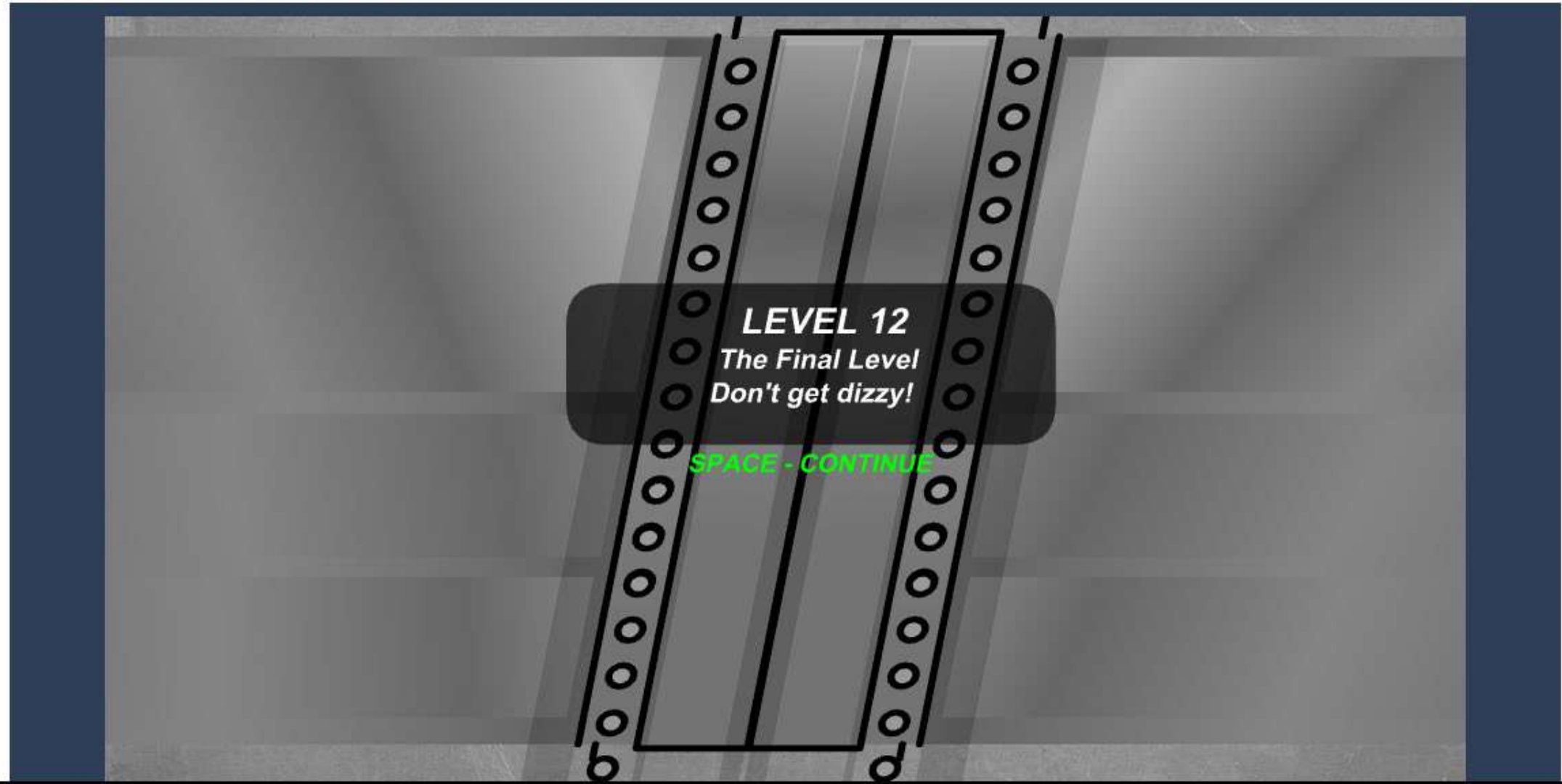
# Aprender a Programar un Robot

★★★★☆ (95 votos, promedio: 3,60 de 5)



# Aprender a Programar un Robot

★★★★☆ (95 votos, promedio: 3,60 de 5)





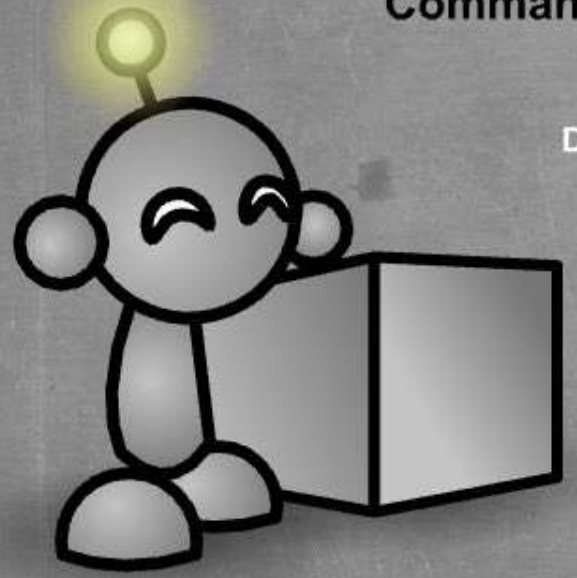
# Aprender a Programar un Robot

★★★★☆ (95 votos, promedio: 3,60 de 5)

## CONGRATULATIONS

Completed Using

198  
Commands



Art, Animation and Coding,  
Danny Yaroslavski (Coolio-Niato)

Music by  
Shael-Riley

Original Concept by  
Matt Chase

Sponsor and Distributer  
Armorgames

What you just went through is the kind of logic programmers go through on a daily basis.

If you enjoyed thinking in this way and using logic to solve problems, consider trying to learn a real programming language

Some examples are Turing, Java and Flash Actionscript. Programming isn't for everyone so

[Replay](#)