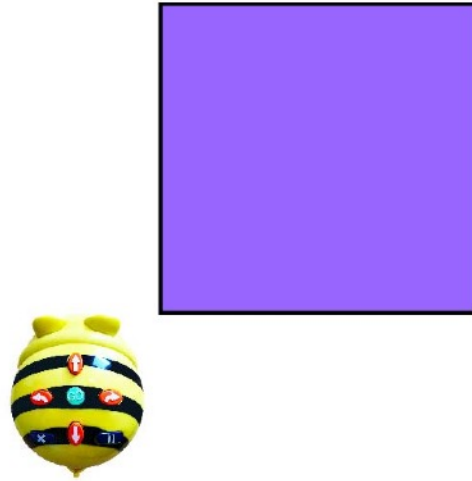
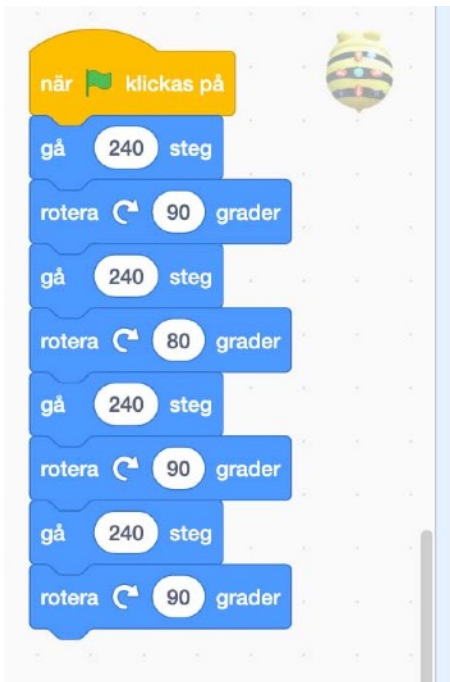
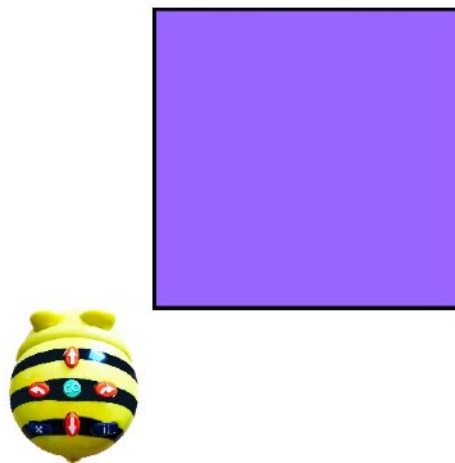
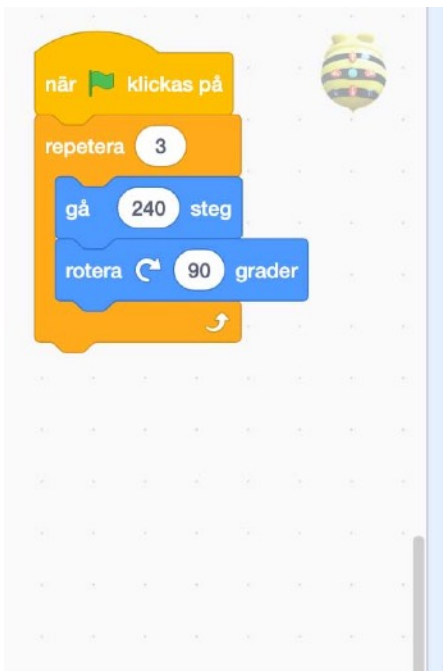


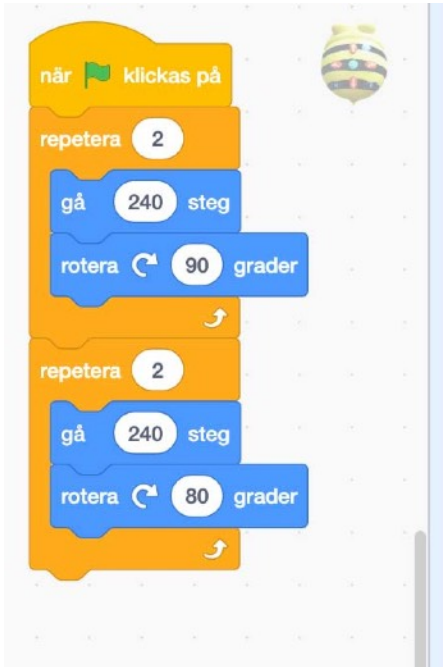
Felprogrammerad Bee-bot [A]



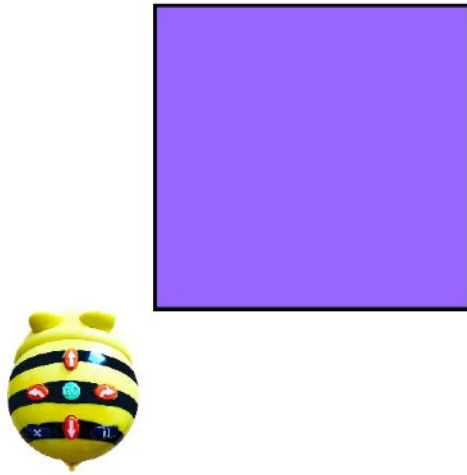
Felprogrammerad Bee-bot [B]



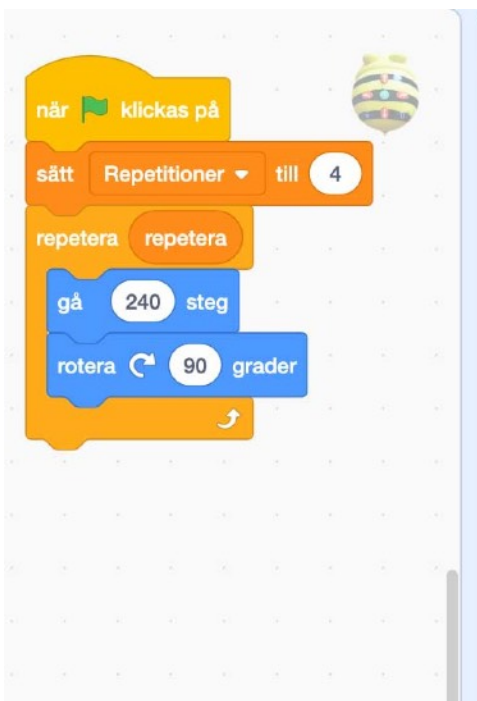
Felprogrammerad Bee-bot [C]



```
when green flag clicked
  repeat 2
    move 240 steps
    turn 90 degrees
  repeat 2
    move 240 steps
    turn 80 degrees
```

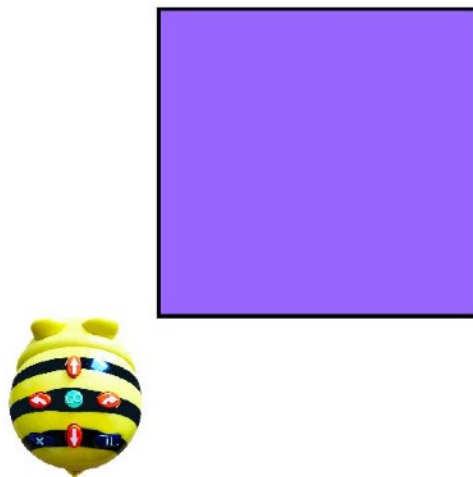


Felprogrammerad Bee-bot [D]



```
when green flag clicked
  set repetitions to 4
  repeat repetitions
    move 240 steps
    turn 90 degrees
```

Repetitioner 4
repetera 0



Felprogrammerad Bee-bot [E]

The image shows a Scratch script for a Bee-bot character. The script starts with a 'when clicked' event block. It then sets the 'Repetitioner' variable to 3. An 'if' block checks if 'Repetitioner' is equal to 4. If true, it enters a 'repeat' loop with a count of 4. Inside the loop, the Bee-bot moves 240 steps and rotates 90 degrees. The 'Repetitioner' variable is currently set to 3, and the 'repeat' block is set to 4. To the right of the code is a purple square and a Bee-bot character.

```
when clicked  
set Repetitioner to 3  
if Repetitioner = 4 then  
  repeat 4  
    move 240 steps  
    rotate 90 degrees
```