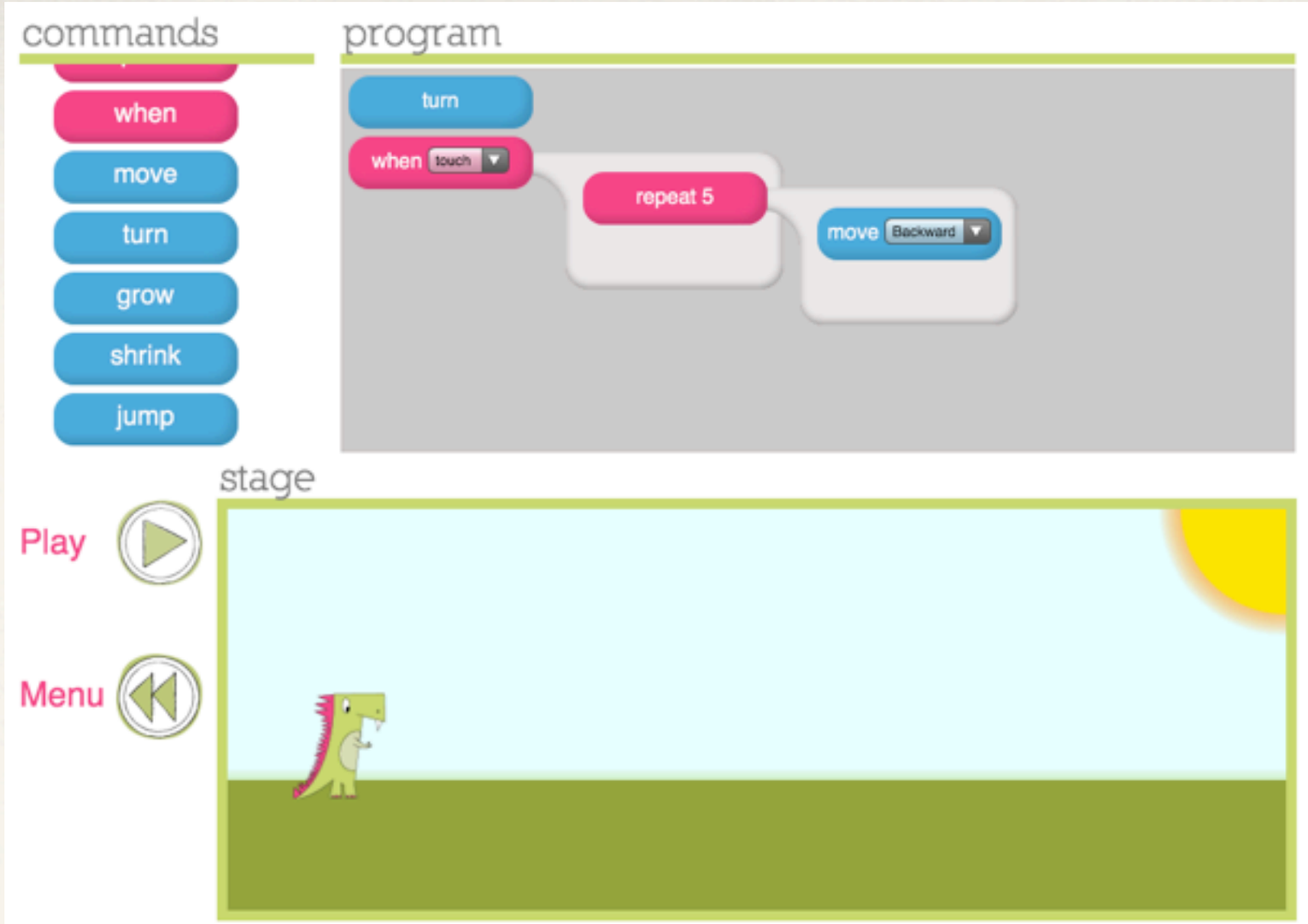
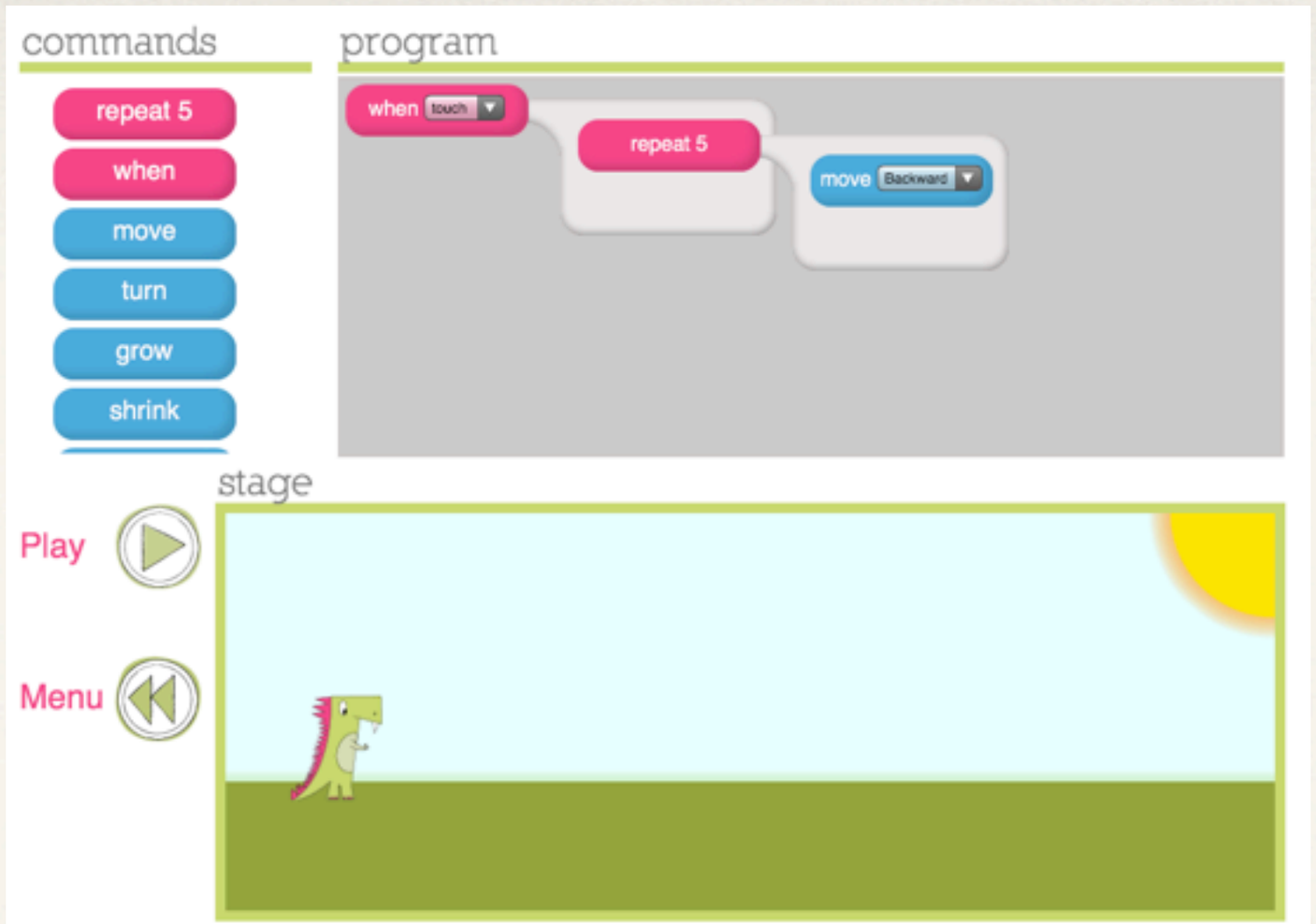
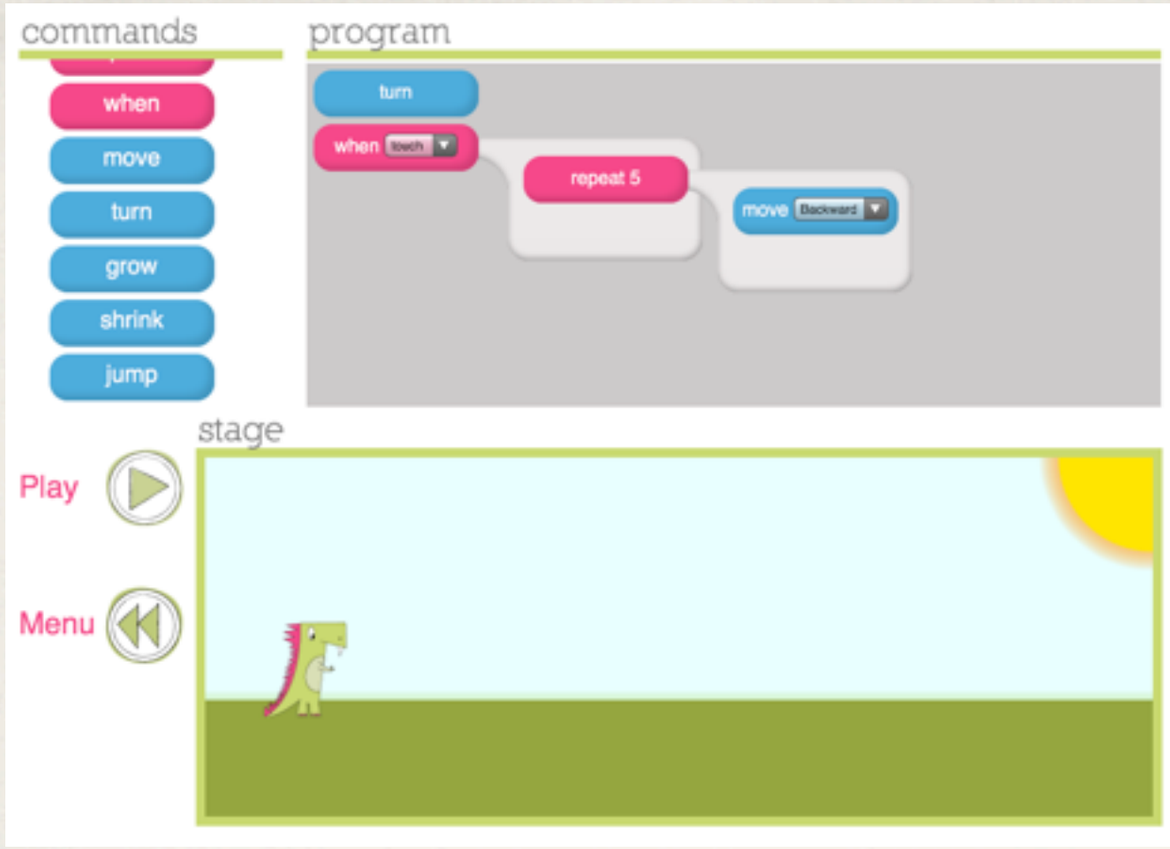


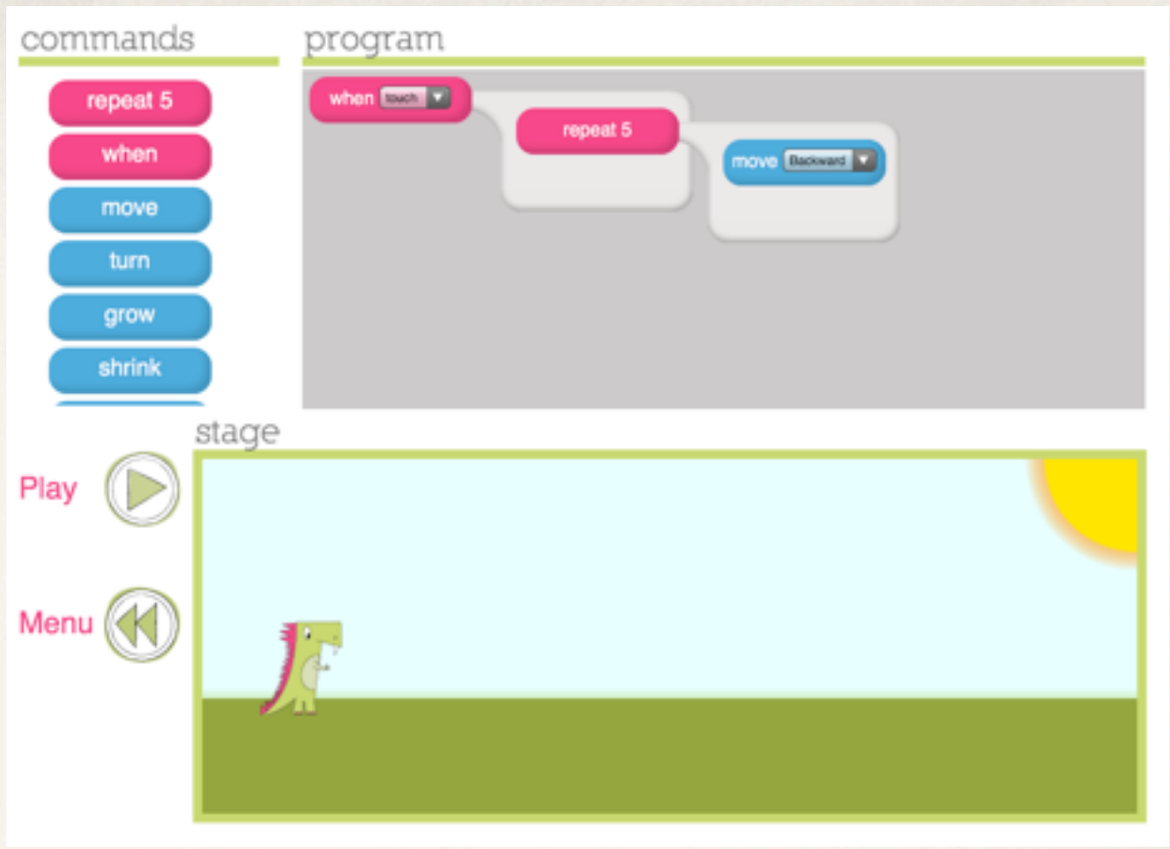
Put an “X” on the picture at the approximate place where Daisy will be at the end of this program.



Put an "X" on the picture at the approximate place where Daisy will be at the end of *this* program.

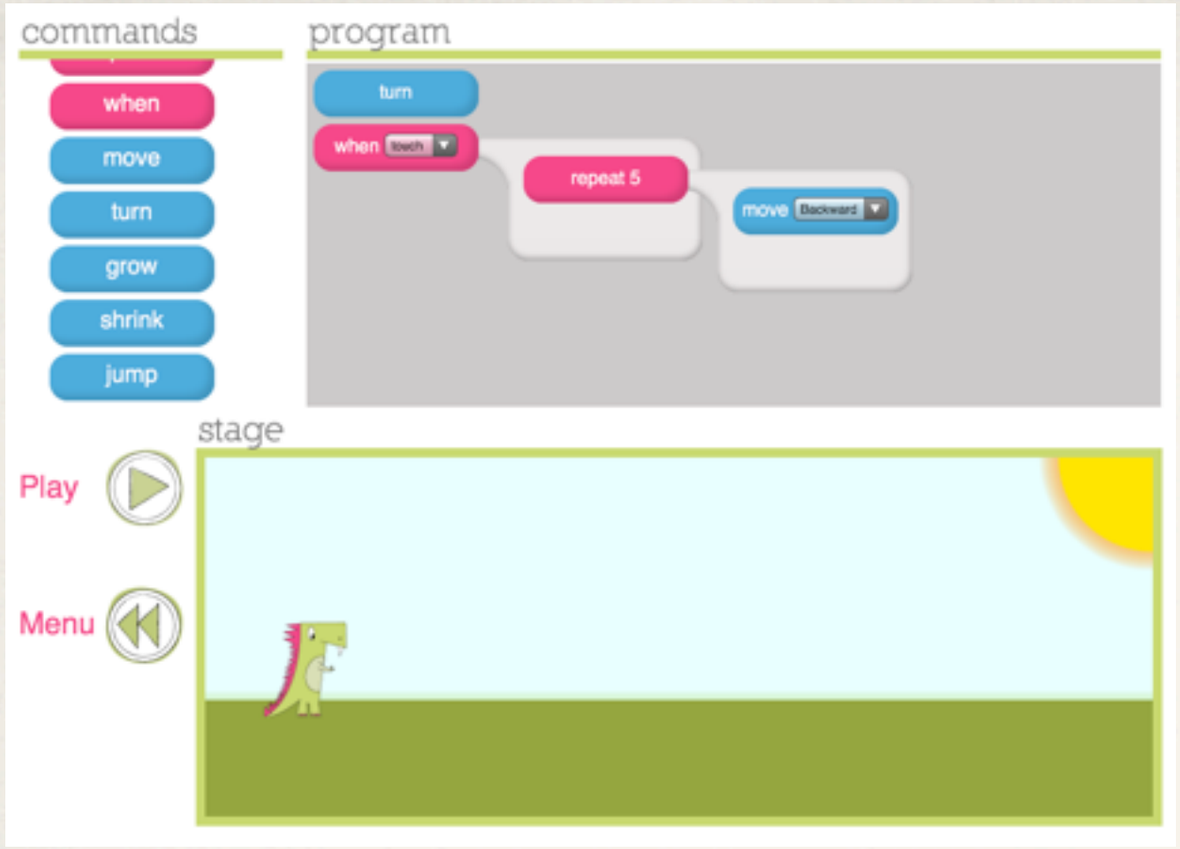


1

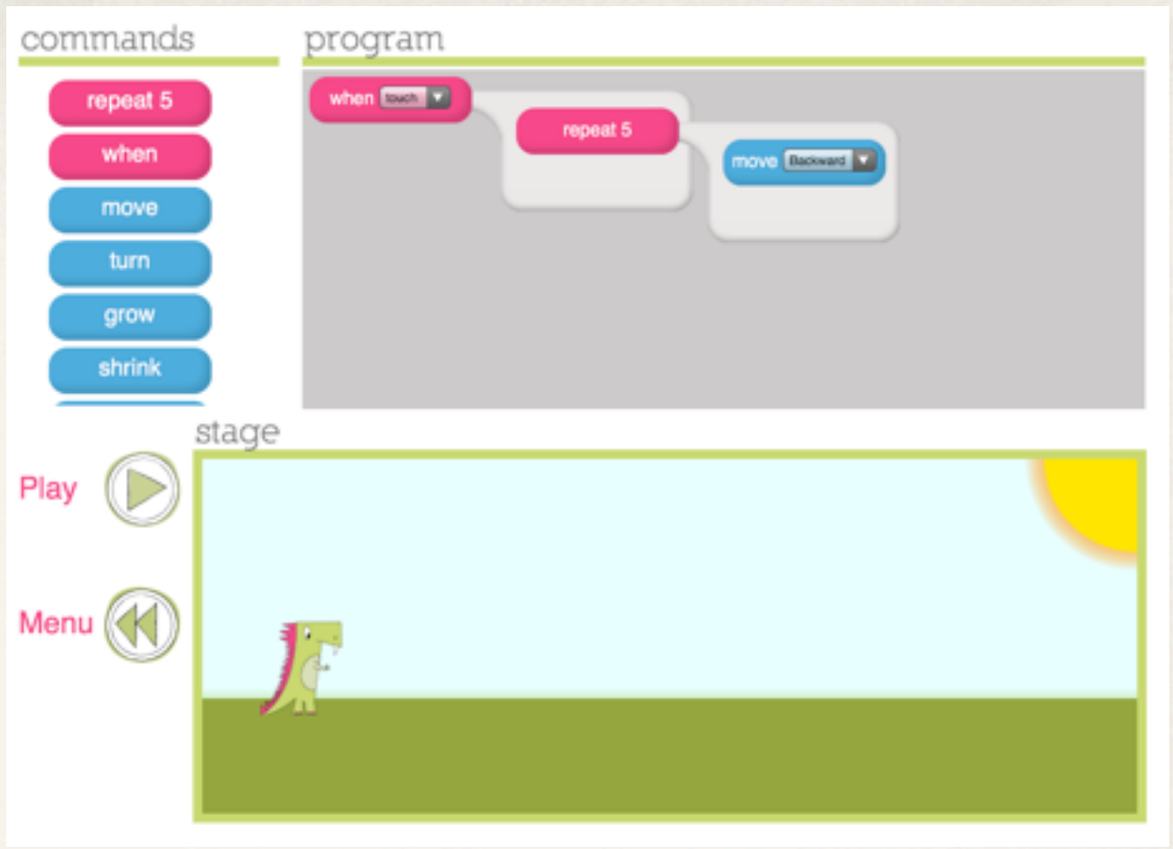


2

What is the difference between Program 1 and Program 2?

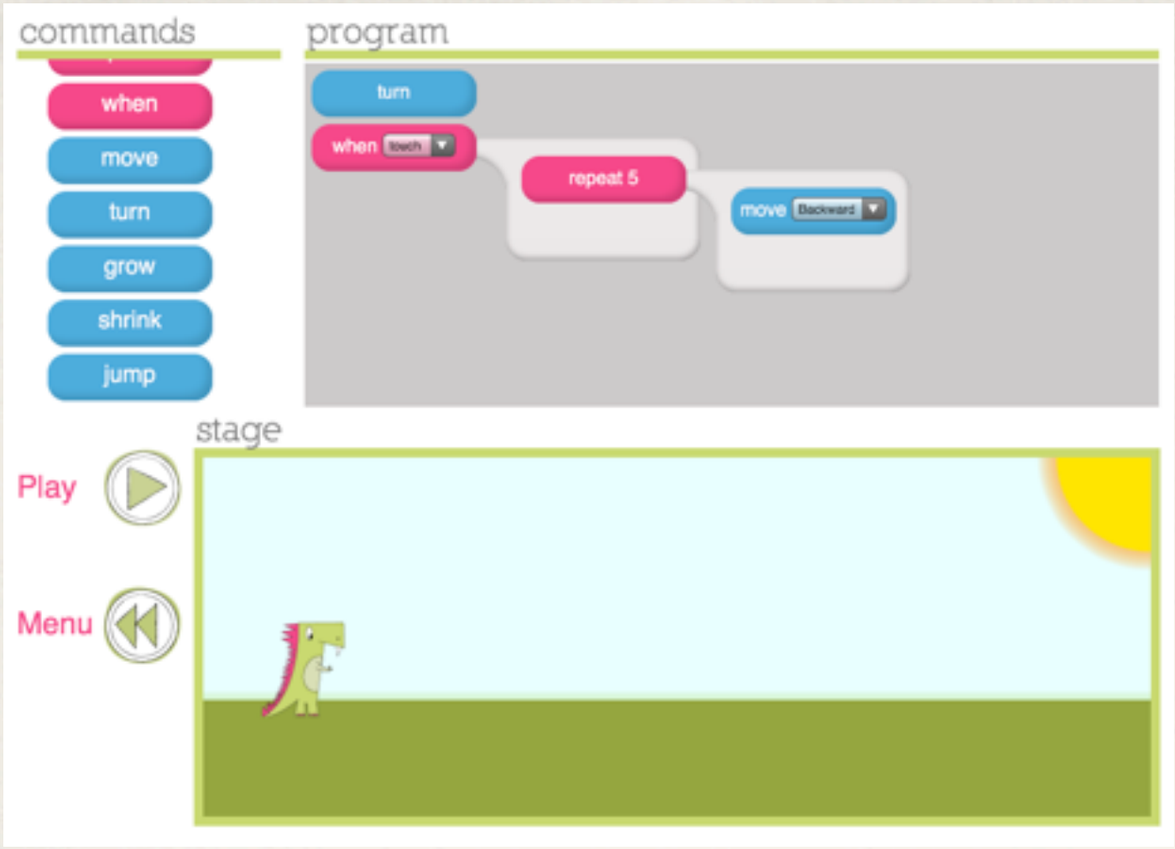


1

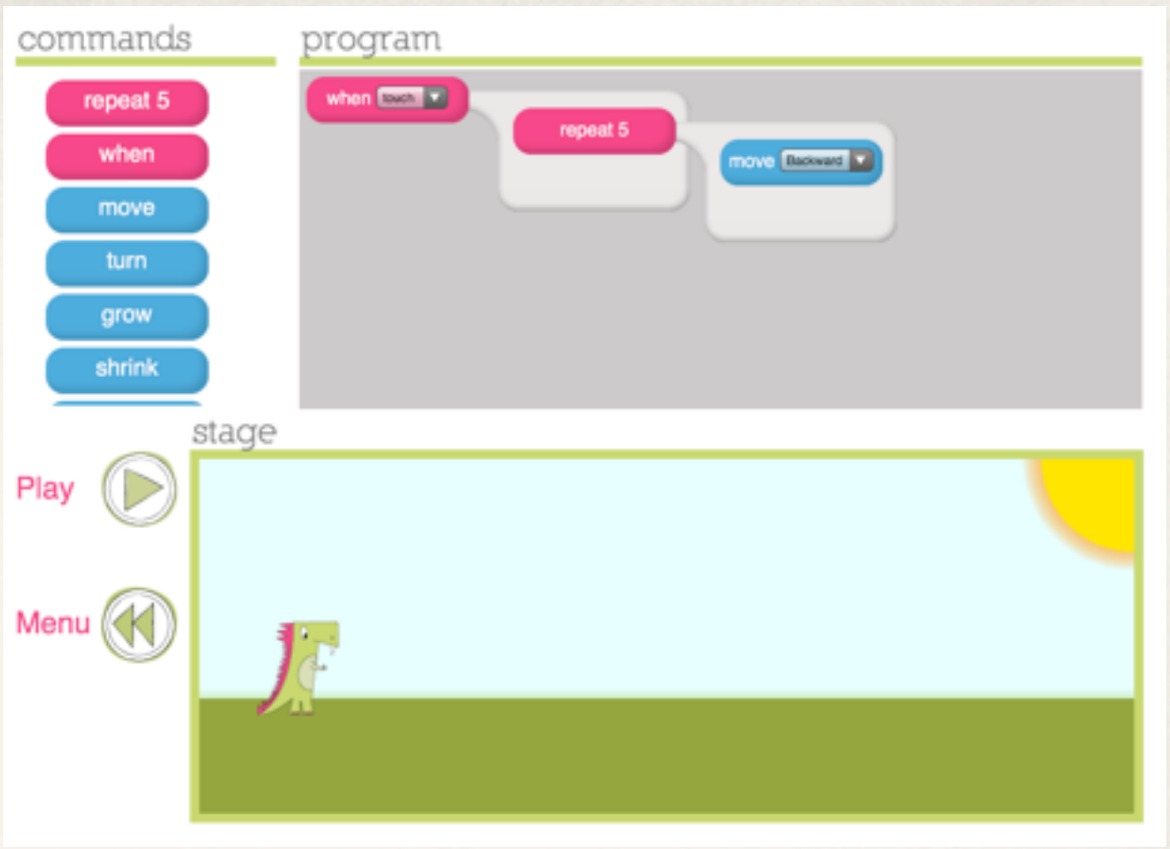


2

By removing one small instruction from Program 1, I completely changed Daisy's outcome. Describe a real-life example where changing one small thing can completely change the results.



1



2

What is a rule that you would make about changes in systems?