11. (6 pts) Consider the following world that has the three objects: stuffedTiger, marchHare and panda (shown below from left to right) and the given code. The world has been setup as shown below. The stuffedTiger is exactly 1.0 meter from the marchHare, and the panda is exactly 1.0 meter from the marchHare.

![Image of stuffedTiger, marchHare, and panda]

```
[t,d,marchHare] move [FORWARD] , 1.0 add detail
[t,d, stuffedTiger] turn [LEFT] , 0.5 asSeenBy [t,d, panda] add detail
[t,d, stuffedTiger] setVehicle [t,d, panda]
[t,d, panda] turn [LEFT] , 0.25 add detail
[t,d, stuffedTiger] move [BACKWARD] , 1.0 add detail
[t,d, panda] move [RIGHT] , 1.0 add detail
```

The diagram below is looking from above over the scene. The stuffedTiger is represented by the S, the marchHare is represented by the M, and the panda is represented by the P. The animals are facing the bottom of the page. Using the diagram below, draw the path of stuffedTiger and marchHare as a solid line and the path of panda as a dashed line.

![Diagram of stuffedTiger, marchHare, and panda]

S M P
11. (6 pts) Consider the following world that has the three objects: stuffedTiger, marchHare and panda (shown below from left to right) and the given code. The world has been setup as shown below. The stuffedTiger is exactly 1.0 meter from the marchHare, and the panda is exactly 1.0 meter from the marchHare.

```
(this.marchHare) move BACKWARD, ≤1.0, add detail
(this.stuffedTiger) turn LEFT, ≥0.5, asSeenBy (this.panda) add detail
(this.stuffedTiger) setVehicle (this.panda)
(this.panda) turn RIGHT, ≥0.25, add detail
(this.stuffedTiger) move BACKWARD, ≤1.0, add detail
(this.panda) move RIGHT, ≤1.0, add detail
```

The diagram below is looking from above over the scene. The stuffedTiger is represented by the S, the marchHare is represented by the M, and the panda is represented by the P. The animals are facing the bottom of the page. Using the diagram below, draw the path of stuffedTiger and marchHare as a solid line and the path of panda as a dashed line.