Write a function called drawflower() that takes as arguments two floats (the x,y position of the flower) and draws a flower at that locations. The function doesn’t return a value.

Write a function called max() that takes two integers as arguments and returns the largest of the two integers.

Write a function called sum() that takes two floats as arguments and returns the sum of the two values.

void drawflower(float x, float y){

 ellipse(x, y, …);

 …

}

int max(int a, int b){

 if(a > b){

 return a;

 }

 return b;

}

float sum(float i, float j){

 return (i + j);

}

Write a class called robot. The class should store the following data: the x,y position of the robot, the heading of the robot, the energy level of the robot. The class should contain the following member functions (methods): a constructor that creates robots at 0,0 heading 90, with 50 energy; a display() function that draws a robot; a getEnergy() function that returns the current energy of a robot; a forward() command that makes the robot more 1 step forward and use 1 energy; and a turn command that takes a float as an argument and turns the robot by that amount.

class robot{

 float x;

 float y;

 float heading;

 int energy;

 robot(){

 x = 0;

 y = 0;

 heading = 90;

 energy = 50;

 }

 void display(){

 rect(x,y, …);

 }

 float energy(){

 return energy;

 }

// some functions not included

}