

Funky Winkerbean

DEFINE THE FOLLOWING:



9-30

(1.) DROP AND ADD

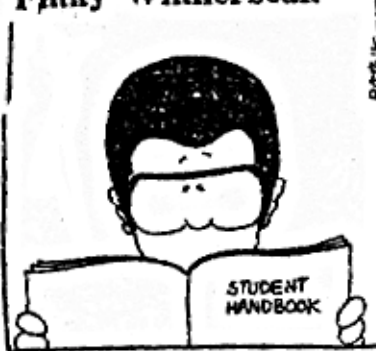


A special combination course for those who are uncoordinated and poor in math!



BARTOK

Funky Winkerbean



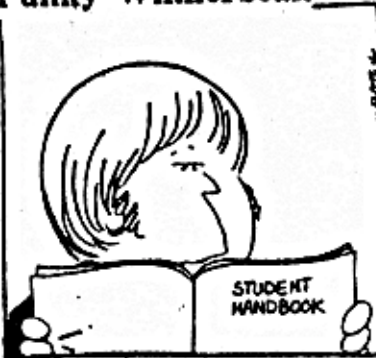
BARTOK

COMPUTER MATH - (PREREQUISITE - GEOMETRY AND ALGEBRA I, OR EIGHTY THOUSAND PLUS POINTS ON A PAC-MAN MACHINE)

IN COMPUTER MATH, YOU'LL LEARN PROGRAMMING, FLOW CHARTING, NUMERICAL BASE CONVERSIONS, AND HOW TO CHANGE THE BATTERY IN YOUR POCKET CALCULATOR! THE LANGUAGE OF THE COMPUTER IS CALLED BASIC AND YOU CAN USE IT TO WRITE PROGRAMS, SOLVE PROBLEMS, AND COMMUNICATE WITH YOUR FRIENDS IN HYPERSPACE! ONCE YOU'VE MASTERED THE COMPUTER, YOU SHOULD BE ABLE TO ELIMINATE COUNTING ON YOUR FINGERS ONCE AND FOR ALL!

2-6

Funky Winkerbean



BARTOK

PRACTICAL MATH REVIEW I - (PREREQUISITE - IMPRACTICAL MATH)

DON'T LET THE FANCY TITLE FOOL YOU ... THIS IS THE DUMMY MATH COURSE! IF YOUR GUIDANCE COUNSELOR HAS SUGGESTED THAT YOU TAKE THIS COURSE, YOU CAN PRETTY MUCH KISS HARVARD GOODBYE!

IN THIS COURSE YOU'LL REVIEW THE BASIC ELEMENTS OF MATH LIKE ADDITION, AND IF TIME PERMITS, SUBTRACTION!

YOU'LL ALSO LEARN THAT THE NUMBER THAT COMES BEFORE ONE IS ZERO ... NOT HUT, HUT, HUT!

2-6

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DEFINE THE FOLLOWING:



(1.) OCTAGON



What happens when the door to the octabarn is left open!



3-20