

Higher-Order Blocks

(available through the tools project/sprite)

map

list 49 100 16

map sqrt of over

1 7.0
2 10.0
3 4.0

+ length: 3

keep

list 2 4 5 8 10 17 11 22 14 6 3 50

keep items such that odd? from

1 5
2 17
3 11
4 3

+ length: 4

combine

list b e a r s

combine with join items of

bears

Remember, there are two ways of passing in blocks as input to another block: the grey border or the **block**.

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