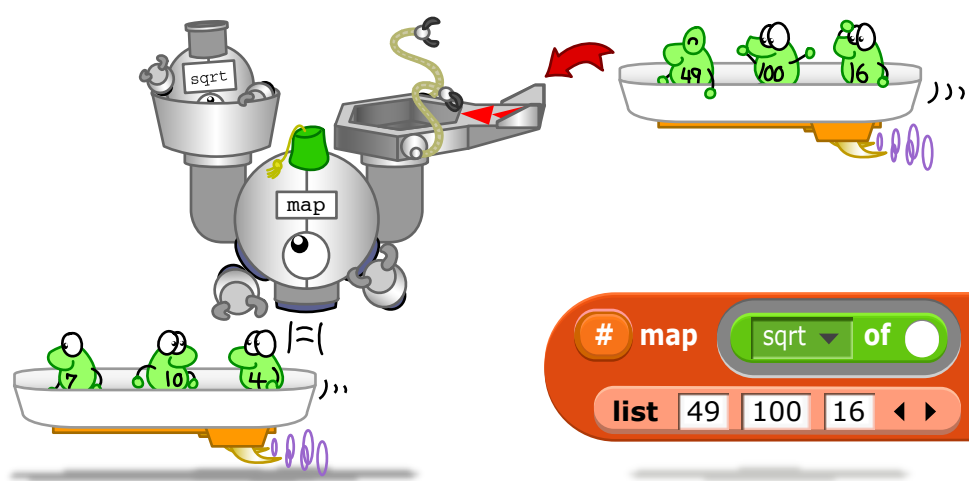


# Higher-Order Blocks

(available through the tools project/sprite)

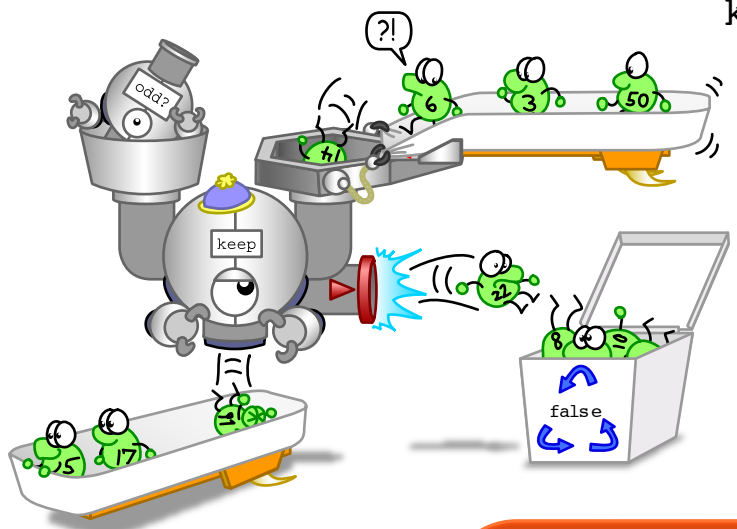
## map



1	7.0
2	10.0
3	4.0
+ length: 3	

```
# map sqrt of over
list 49 100 16
```

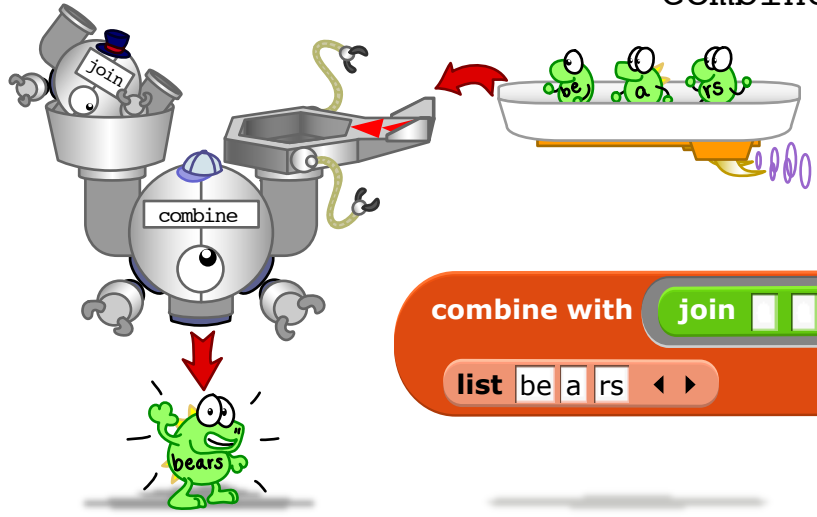
## keep



1	5
2	17
3	11
4	3
+ length: 4	

```
# keep items such that odd? from
list 2 4 5 8 10 17 11 22 14 6 3 50
```

## combine



bears

```
combine with join items of
list be a rs
```

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

