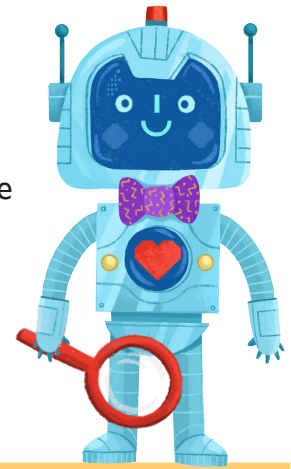


# SUPERQUESTERS

## B-Bot's Programming Challenge

Follow the computer instructions below to help B-bot find the sea life creature with a special token inside of it. Draw a circle around it once you've identified it!

Note: B-bot has used Python as the programming language which is one of the most well-known programming languages.



```
Def function_Where_Is-Token_Sea_Life_Creature
if no_fur:
    if orange:
        if fins:
            print("Sea_Life_Creature is Found. Mission accomplished!")
        else:
            print("Sea_Life_Creature not found!")
    else:
        print(Sea_Life_Creature is still not found!")
else:
    print ("Sea_Life_Creature is not there!")
```



STEM SKILLS: Coding, Debugging

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