

# Unit 1

# TurtleLogo

Colors available in TurtleLogo	
Color Code	Color
0	Red
10	Orange
20	Yellow
30	Lime Green
40	Blue Green
50	Sky Blue
60	Light Blue
70	Navy Blue
80	Purple
90	Pink
100	red

### Color Code:

Use the numbers as arguments to play with the command **setcolor**.

Remember, **setshade** also uses numbers from 0 to 100. Experiment with both to find the right fit!

### Angles (arguments)

**rt**, **lt** and **setheading**

For **rt** and **lt** the angles are relative to the direction the turtle's head is pointing - this is always zero.

For **lt** it is similar, but counter-clockwise.

For **setheading** the angles are relative to the stationary canvas, where up is always zero.

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Canvas   Plots   Data

Canvas: 1000w x 600h

Go

1   to go

2   |   print 'Hello World'

3   end

Text Editor

Displays all the Logo Words and commands in the dictionary for an experiment. This is where you modify existing words or create your own!

270   0   90

Canvas

Drawings will appear here when using the canvas tab.

180

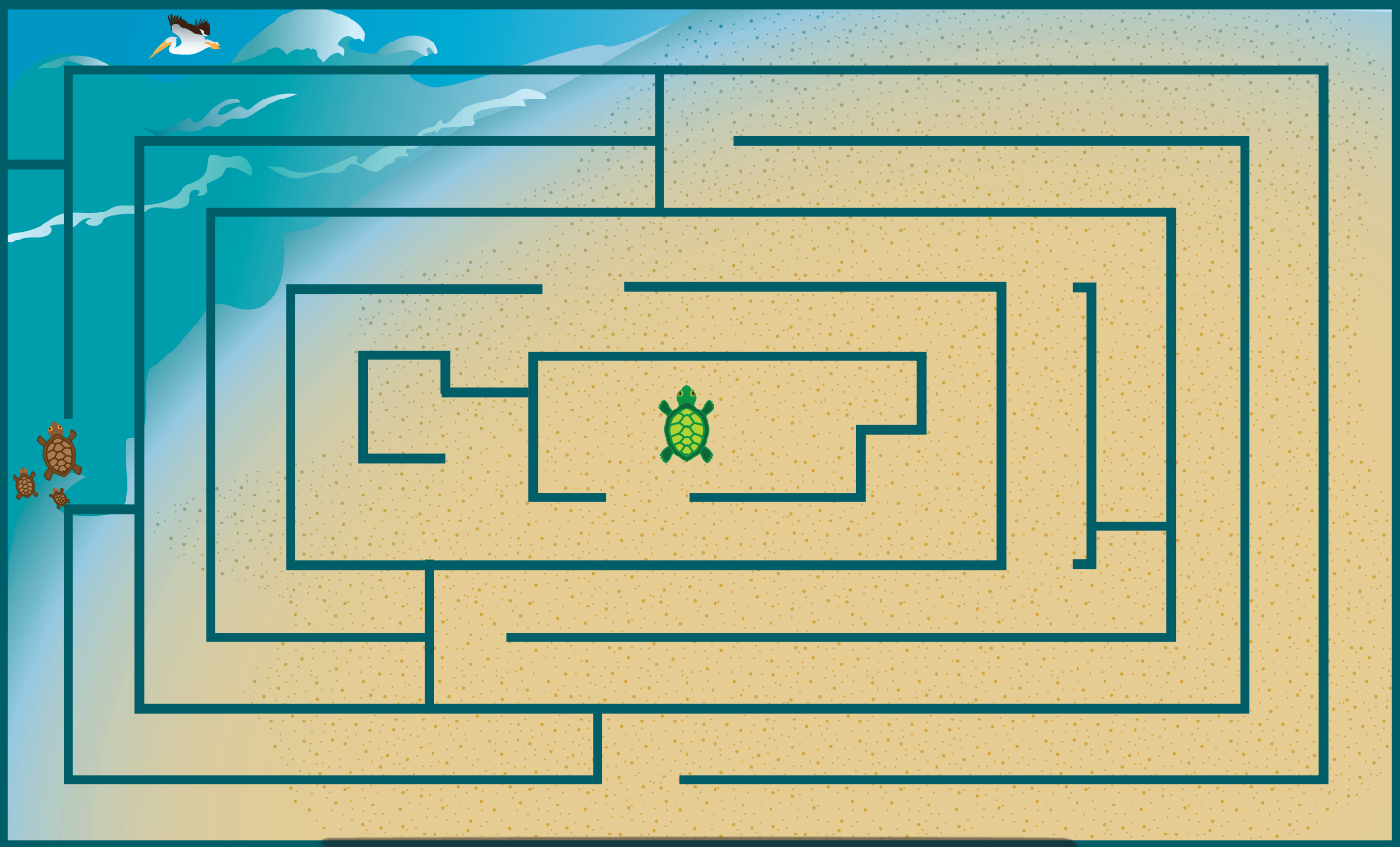
Terminal

Type existing Logo commands and run words from the dictionary.

A word must be sandwiched between **to** and **end**

Give your word a useful descriptive name

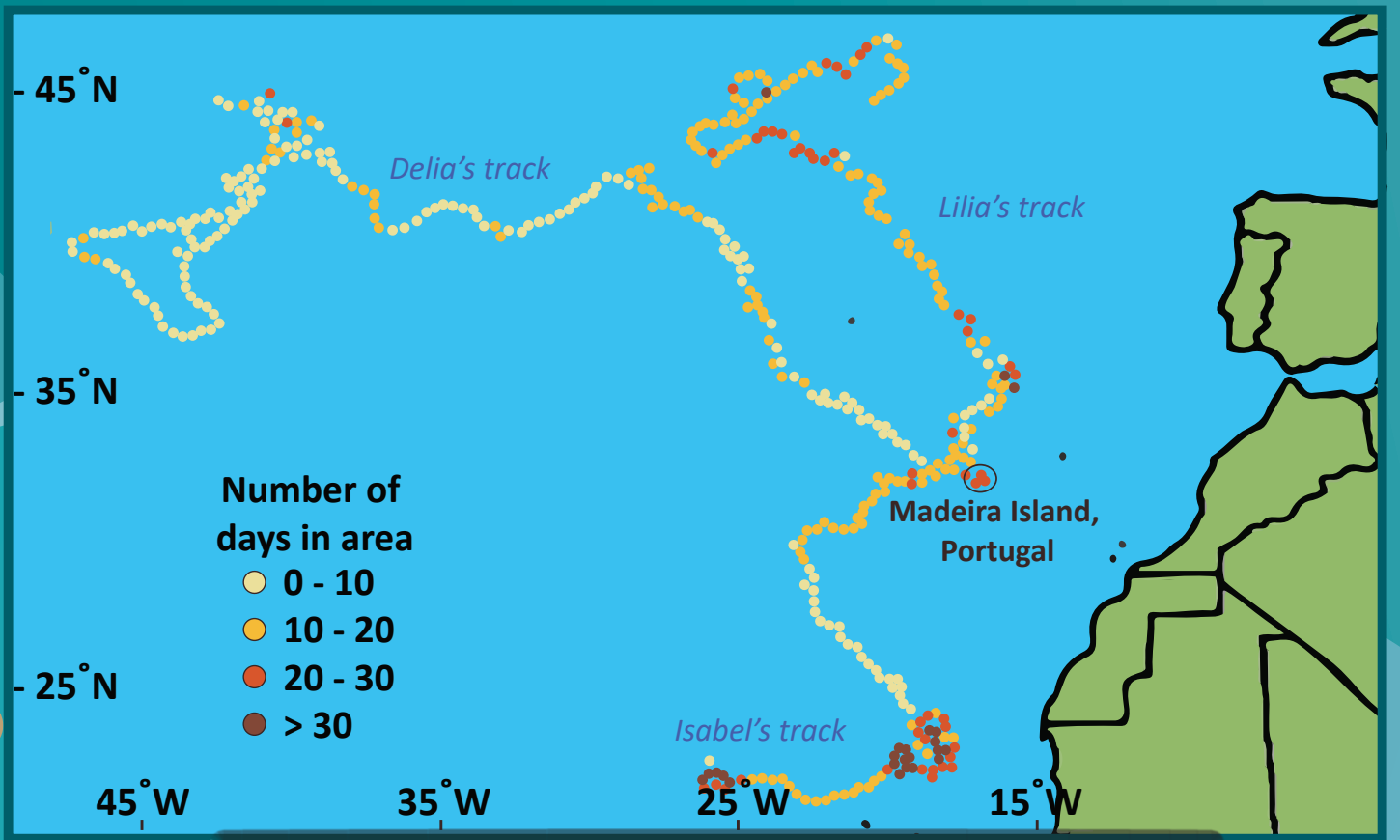
Indent your commands to make the code human readable



loadpic "/maze.png



loadpic "/migratoryroute.png



loadpic "/turtlelocations.png



loadpic "/beach.png