

Lab #1

Notes

Folder organization for solutions on the student's account:

```
z:\
|
|--Programming02
|----Lab01Problem01
|----Lab01Problem02
|----...
|----Lab02Problem01
|----...
|--Programming01
```

Task #1: "Turtle Graphics" (2.5%)

(from Visual C# 2005: How to Program, Second Edition by H. M. Deitel, Chapter #8).

(Turtle Graphics) The Logo language made the concept of turtle graphics famous. Imagine a mechanical turtle that walks around the room under the control of a C# application. The turtle holds a pen in one of two positions up or down. While the pen is down, the turtle traces out shapes as it moves, and while the pen is up, the turtle moves about freely without writing anything. In this problem, you will simulate the operation of the turtle and create a computerized sketchpad.

Use 20-by-20 rectangular array floor that is initialized to 0. Read commands from an array that contains them. Keep track at all times of the current position of the turtle and whether the pen is currently up or down. Assume that the turtle always starts at position (0, 0) of the floor with its pen up and turtle's initial direction is east.

Command	Meaning
1	Pen up
2	Pen down
3	Turn right
4	Turn left
5 10	Move forward 10 spaces

