
LOGO

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ABSTRACT

1 Abstract

2 Introduction

3 History

Logo is an educational programming language, designed in 1967 by Wally Feurzeig, Seymour Papert, and Cynthia Solomon. Logo is not an acronym: the name was coined by Feurzeig while he was at Bolt, Beranek and Newman, and derives from the Greek logos, meaning word or thought. The goal was to create a mathematical land where children could play with words and sentences. In the whole world, there still are many people learning and using this language although sometimes some people may not notice it.

4 Control Structures

5 Data Types

6 Subprograms

7 Summary

8 References