LOGO (WORKING TITLE)

Joseph Rice
University of Arizona
jjrice@email.arizona.edu

Chris Rehling
University of Arizona
crehling16@email.arizona.edu

March 26, 2020

ABSTRACT

Introduction

History

Logo was created in 1967 by Wallace Feurzeig, Seymour Papert, and teams from Bolt, Beranek, and Newman as a tool for learning. Logo is still around today and "is widely known for its use of turtle graphics" (WIKI) which is a feature that allows users to control a turtle with movement and drawing commands to draw shapes, designs, and pictures.

Control Structures

Data Types

Subprograms

Summary

References

References