Answer the following questions:

1. Include a screenshot of your app's face drawing, and the code involved, showing the use of a loop and a procedure. You can take a screenshot on most Android devices by pressing the power button and the volume down button and the same time and then emailing the photo from the gallery to yourself or uploading the image to Google Drive. To practice for the Create task, describe how two of the algorithms (procedures that you wrote) in the code combine to form a bigger algorithm (the drawFace procedure).

**Answer**

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| Insert your face screenshot here |
| Insert your face drawing code here |

2. Can you draw a triangle with this set of Logo commands? Discuss how or why not.

**Answer**

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| **No, because there is no way to do 60-degree turns.** |

3. Discuss: If you were designing the Logo language, how would you change some of our basic commands so that it would be easy to draw a triangle and easier to draw other shapes -- i.e., what should the basic commands do that would make drawing easier.

**Answer**

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| **Make a block that would allow you to enter the number of degrees you want an angle to be.** |

4. What weaknesses do you find in using the procedures (the abstractions) we gave you -- forward, turn -- for drawing simple shapes? How would you change the definitions of these procedures to make it easier to draw shapes? Give a specific example that illustrates how a more powerful set of procedures would improve things.

**Answer**

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| **The procedures offer a limited amount of options for your lines to draw. There is no way to make angles that are not 90 degrees is one of these limitations that a powerful set of procedures would fit.** |