

LSystem

add: aRule
deriveAxiomAtLevel: n
treatElement: anElement
treatSequence: aSequence
axiom:
drawAtLevel: n length: len

LSRule

doesMatch: anElement
rightPart
leftPart
leftPart: left rightPart: right

Turtle

go: aDistance
jump: aDistance
turnLeft: anAngle
turnRight: anAngle
direction
interpret: aSequence