* For initialization any button: to button\_name end
* any things from turtles you should use: { ask turtles [ ] }
* any things from patches you should use: { ask patches [ ] }

Like you can change the background of window using this command

{ ask patches [ set pcolor white ] }

* create 10 cats using { create-cats 10.} don’t forgot to create the class before { breed [cats cat] }
* let every cat takes a name or any things you also want by { cats-own [ name ] }
* showing cats name : { ask cats [show name] }
* filtering using:{ show cats with [who = 4]} here it will show just cat with age = 4.  
  don’t miss that her we are using { cats-own [name age]}   
  also you can filter who turtle doing something using: { ask turtles with [color = ][ ]}
* create pen after any object like turtle using: {create-turtles 10 [pen-down] }
* creating global variable by: { globals [ x ]}

Tick it as a default variable in the program you can increasing it.