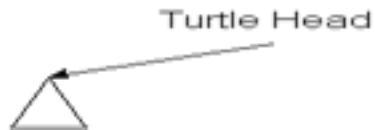


UT Dallas Computer Science Outreach

LOGO Workshop contents

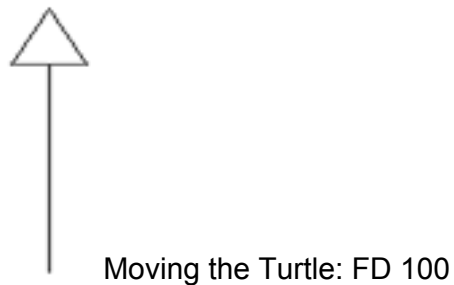
A **Program** is a set of instructions to the computer to do a specific task

LOGO is the graphical programming language to move a 'turtle' over the surface

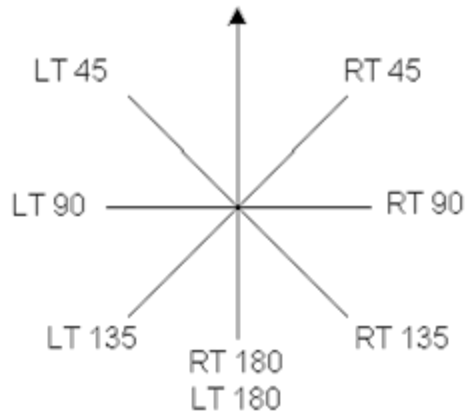


Turtle Basics

The little triangle in the middle of the screen is called 'turtle'.



Turning the Turtle:



Getting Started!

We use the web based Logo Interpreter from <http://www.calormen.com/logo/>

The website stores your session history and saves your procedures to be re-used.

Command box in the bottom of the page looks like this:

Run

You can issue the following commands and see them in action!

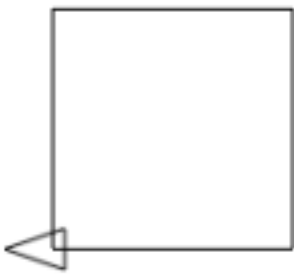
Basic Logo Commands:

Command	What it does
---------	--------------

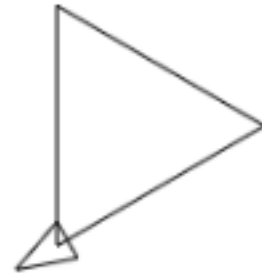
FD 100	Move the turtle forward 100 steps.
RT 90	Turn the turtle to the right 90°.
LT 90	Turn the turtle to the left 90°.
BK 100	Move the turtle backwards 100 steps.
PU	Put the turtle's pen up off the paper.
PD	Put the turtle pen back down on the paper.
CS	Clear the screen and start over.
HT	Hide the turtle (triangle).
ST	Show the turtle (triangle).
REPEAT 3 [...]	Repeat the commands 3 times.
HOME	Resets the turtle to centre of the screen
SETXY 20 20	Sets position of turtle to new values of X and Y
ARC 90 50	Creates arc enclosed in angle 90 with radius 50

1. Simple Drawings:

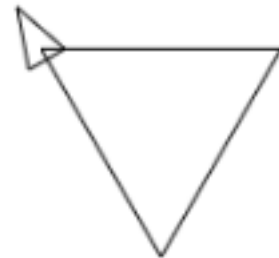
Issue the following commands and see the output. Try to understand why each command draws corresponding outputs.

Command	Output
<pre>cs fd 100 rt 90 fd 100 rt 90 fd 100 rt 90 fd 100</pre>	

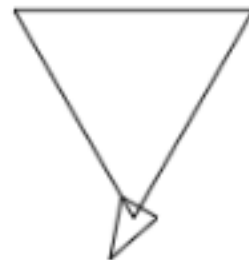
```
cs fd 100 rt 120 fd 100 rt 120 fd 100
```



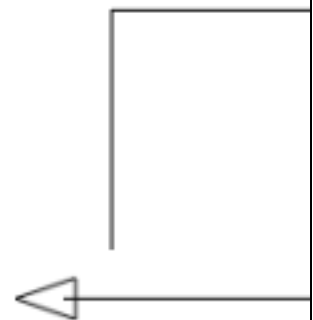
```
cs rt 90 fd 100 rt 120 fd 100 rt 120 fd  
100
```



```
cs lt 30 fd 100 rt 120 fd 100 rt 120 fd  
100
```



```
cs fd 100 rt 90 fd 110 rt 90 fd 120 rt 90  
fd 130
```



You can click ON the arrow at the top right corner (as shown below):

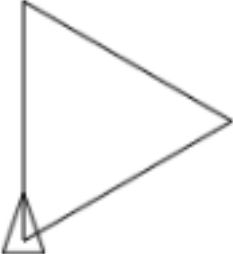



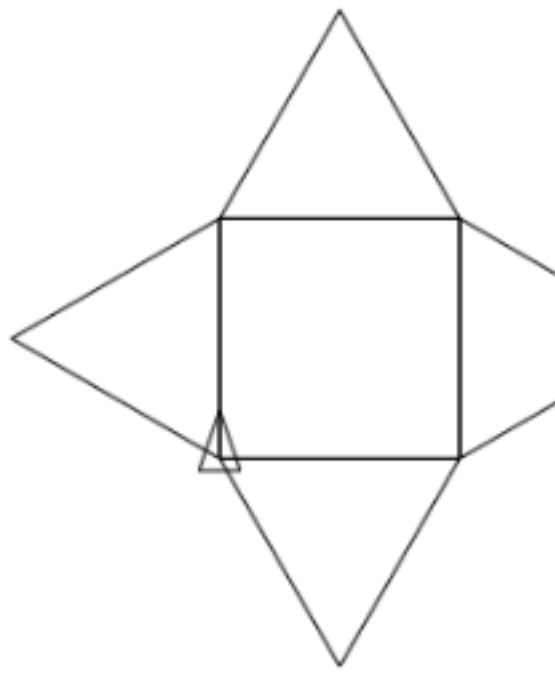
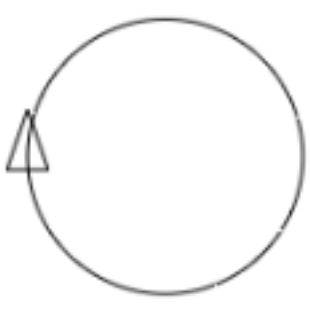

Now, you are in Command mode - you can type several commands in the window, but the program will run only when you click on Run button. Program continues to stay there – makes it easy to edit, update and run again. Try the commands for Simple drawings again:



2. Power of Repeat: Drawing Polygons and Stars

Use cs command to clear the screen whenever you want to start with a blank workspace.

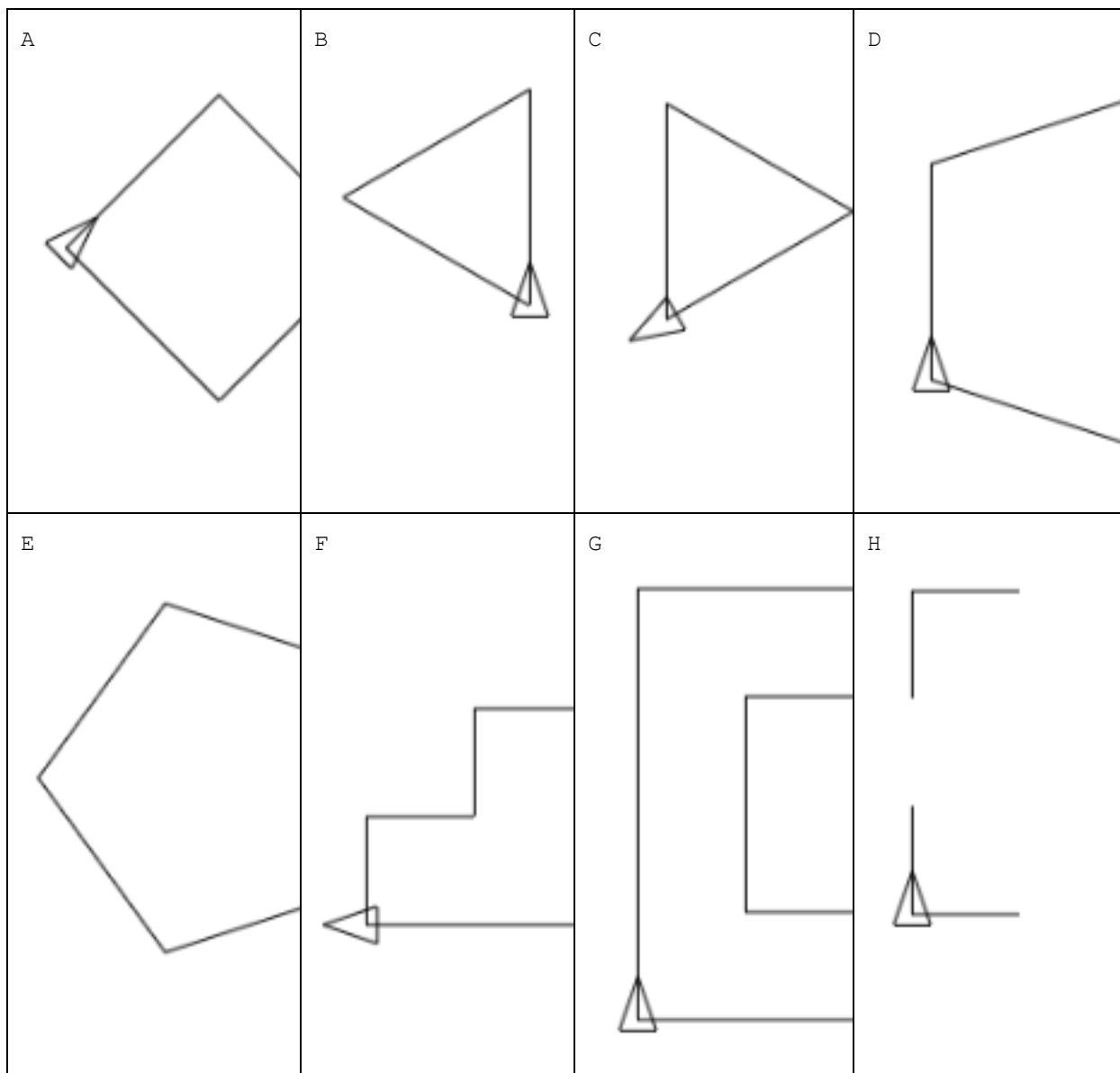
<pre>REPEAT 3 [FD 100 RT 120]</pre>	
<pre>REPEAT 4 [FD 100 RT 90]</pre>	

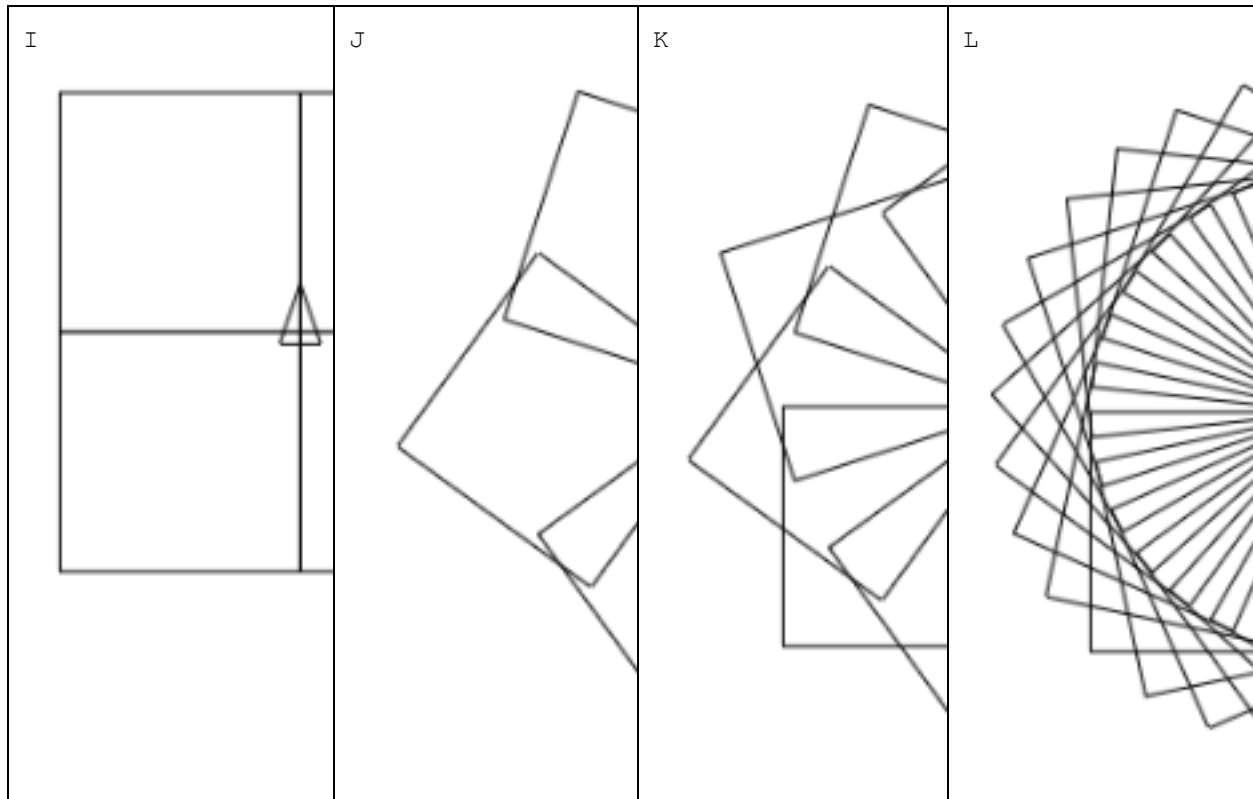
<pre> REPEAT 4 [FD 100 LT 120 FD 100 LT 120 FD 100 LT 120 FD 100 RT 90] </pre>	
<pre> REPEAT 360 [FD 1 RT 1] </pre>	
<pre> REPEAT 5 [FD 100 RT 144] </pre>	

3. Try to draw these on your own!

End position of turtle can be anywhere & need not match with these drawings.

Hints: you may need pu and pd commands to draw disconnected components. Also, you may also need repeat within repeat to draw complex stuff.



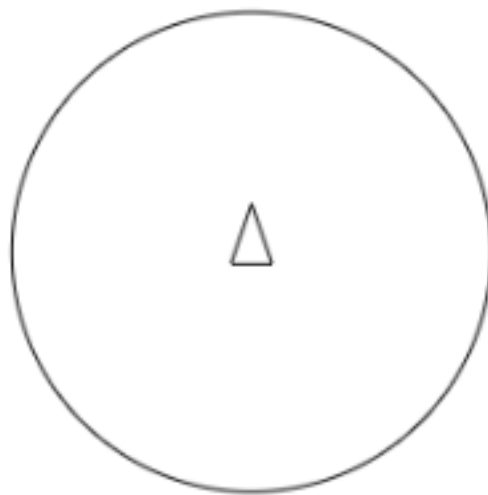


Feel free to be creative and develop a few cool shapes on your own!

4. arc function to draw circle OR part of a circle.

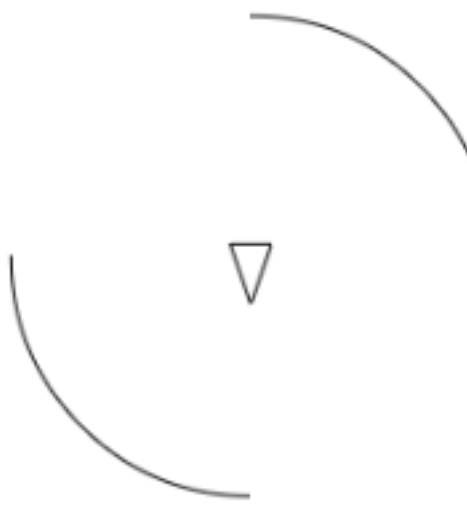
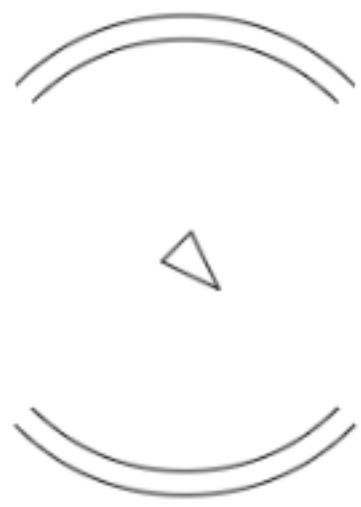
Note: Turtle does not move.

cs
arc 360 100

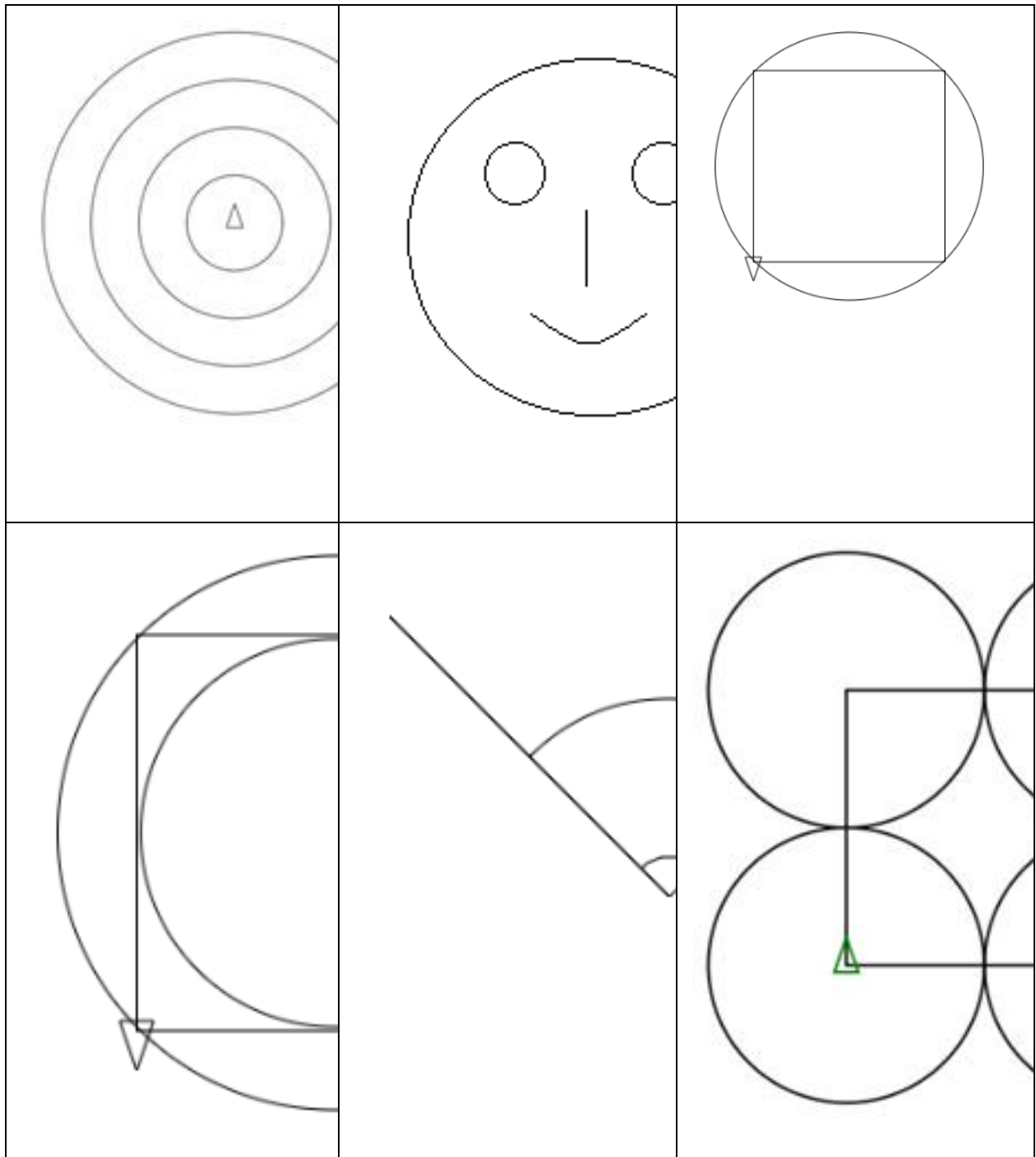


cs
arc 180 100



<pre>cs arc 90 100 rt 180 arc 90 100</pre>	
<pre>cs arc 90 100 rt 180 arc 90 100</pre>	

5. Try to draw these on your own!



6. set pen size and fill color

```
cs
setpensize 50
arc 180 100
rt 180
arc 180 50
```



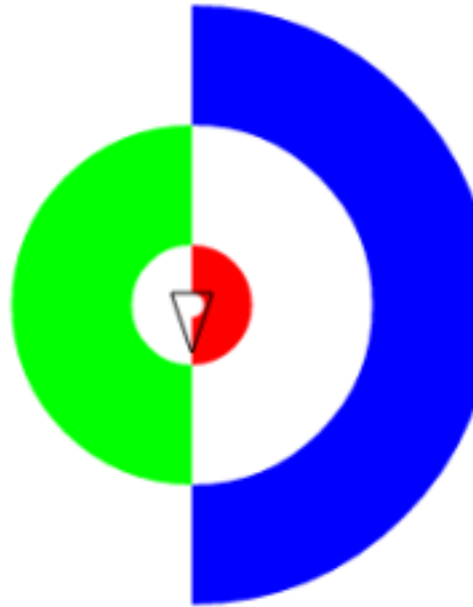
```
cs
setpensize 20
arc 180 15
setpensize 50
arc 180 100
rt 180
arc 180 50
```



```

cs
setpensize 20
setpencolor 4
arc 180 15
setpencolor 1
setpensize 50
arc 180 100
rt 180
setpencolor 2
arc 180 50

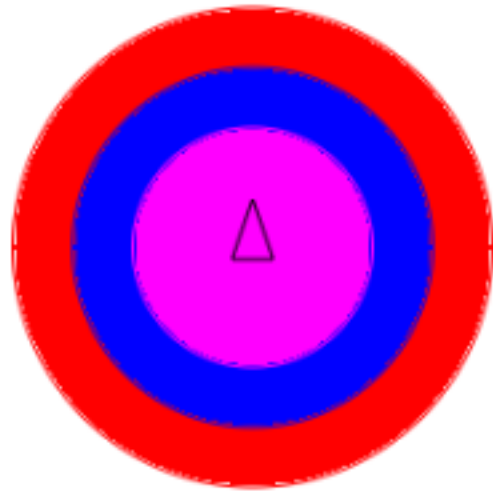
```



```

cs
setpencolor 4
arc 360 100
fill
setpencolor 1
arc 360 75
fill
setpencolor 5
arc 360 50
fill

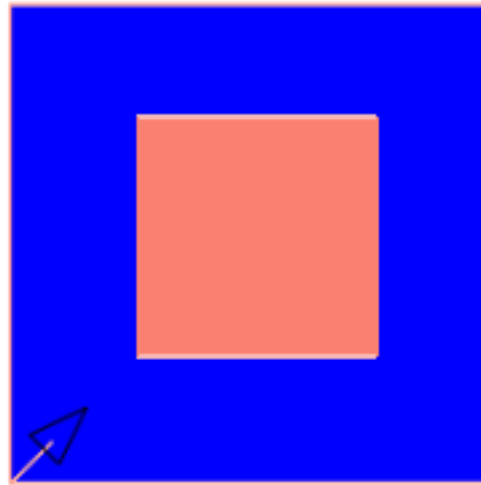
```



```

CS
SETPENCOLOR 12
REPEAT 4 [FD 100 RT 90]
PU
RT 45
FD 25
FILL
BACK 100
PD
LT 45
REPEAT 4 [FD 200 RT 90]
RT 45
FD 25
SETPENCOLOR 1
FILL

```



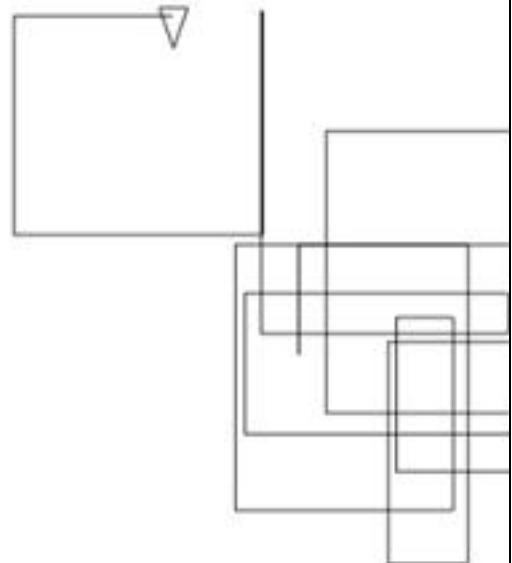
7. Let your creativity run wild and try a few colored pictures of your own!

8. random function

```

cs repeat 30 [fd random 200 rt
90]

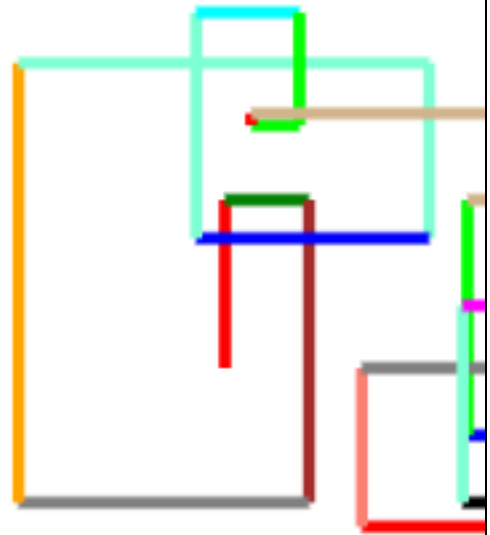
```



```

cs
setpensize 5
repeat 30 [setcolor random 16 fd
random 200 rt 90]

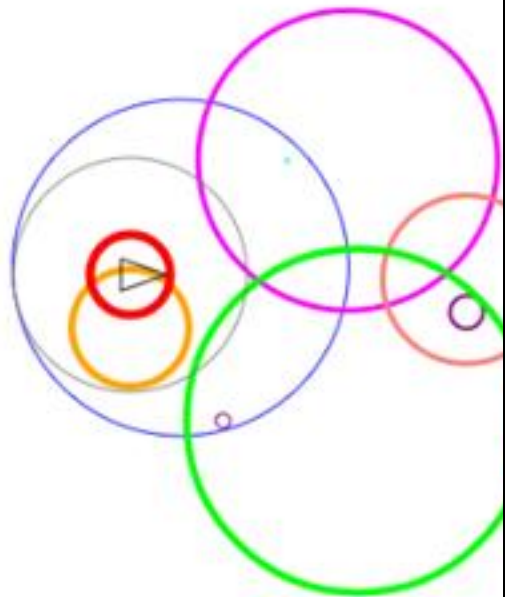
```



```

cs
repeat 10 [
  setcolor random 16
  setpensize random 8
  pu
  fd random 100
  pd
  arc 360 random 100
  rt 45
]

```



```
cs
repeat 10 [
  setcolor random 16
  setpensize random 8
  rt random 360
  arc 180 random 200
]
```



9. Logo Variables

`print :variable`
can be used to print the values on screen.


```

cs
setpensize 2
make "angle 0
repeat 10 [fd 50 rt :angle make
"angle :angle + 7]

```



```

cs
setpensize 2
make "angle 0
repeat 45 [fd 50 rt :angle make
"angle :angle + 7]

```



```

cs
setpensize 2
make "angle 0
repeat 500 [fd 5 rt :angle make
"angle :angle + 7]

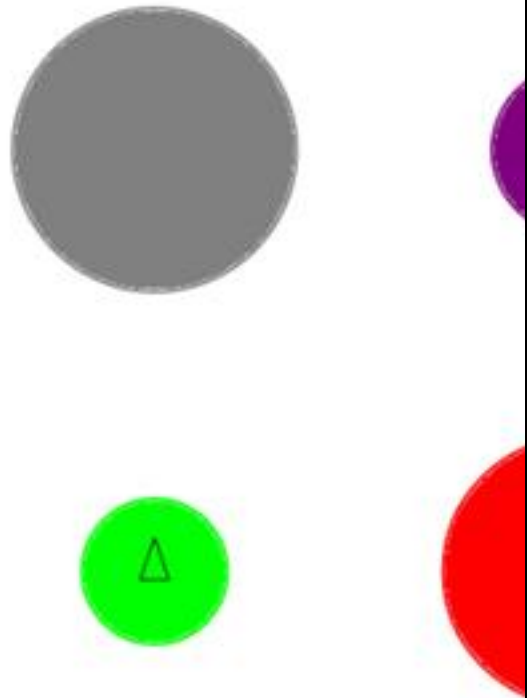
```



```

cs
pu
setpensize 2
setxy -200 -100
repeat 4 [
pu
fd 250
setcolor random 16
pd
arc 360 random 150
fill
rt 90
]

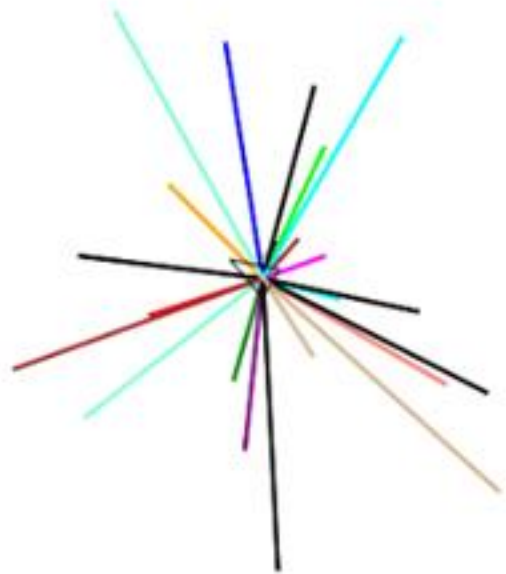
```



```

cs
make "angle 0
repeat 25 [
setpencolor random 16
fd :angle
back :angle
rt :angle
make "angle :angle + 7
]

```



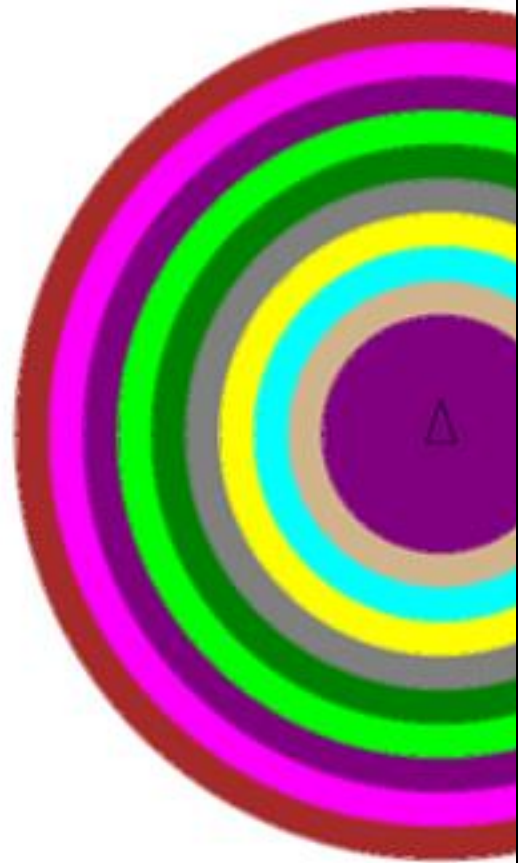
```
cs
repeat 20 [
  setcolor random 16
  setpensize random 5
  make "side random 200
  repeat 4 [fd :side rt 90]
  rt random 360
]
```



```

cs
make "size 250
setpensize 1
repeat 10 [
  setpencolor random 16
  arc 360 :size
  make "size :size - 20
  fill
]

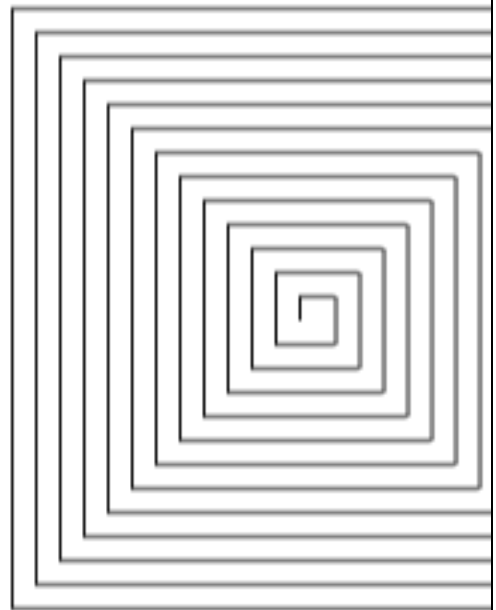
```



```

cs
make "size 10
repeat 50 [
  fd :size
  rt 90
  make "size :size + 5
]

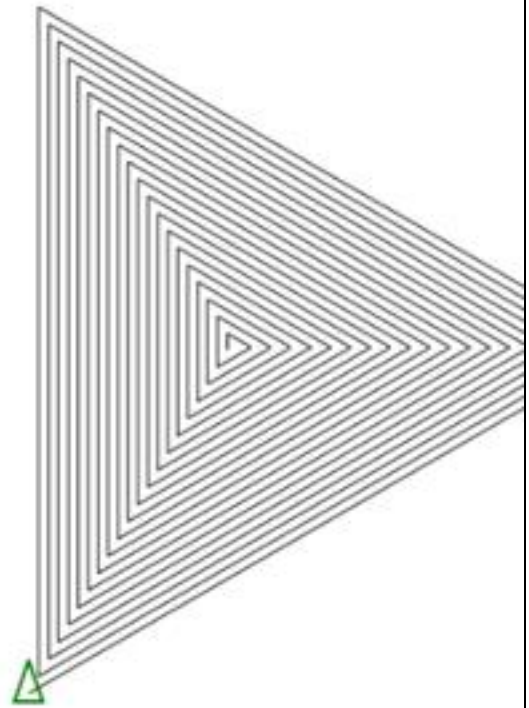
```



```

cs
make "size 10
repeat 60 [
  fd :size
  rt 120
  make "size :size + 7
]

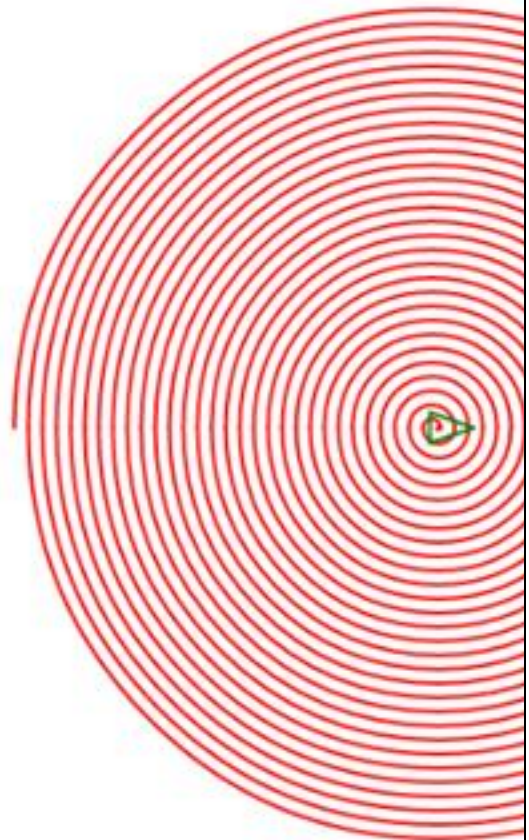
```



```

cs
rt 90
setpensize 2
setpencolor random 16
make "size 1
repeat 60 [
  arc 180 :size
  pu bk 4 pd
  rt 180
  make "size :size + 4
]

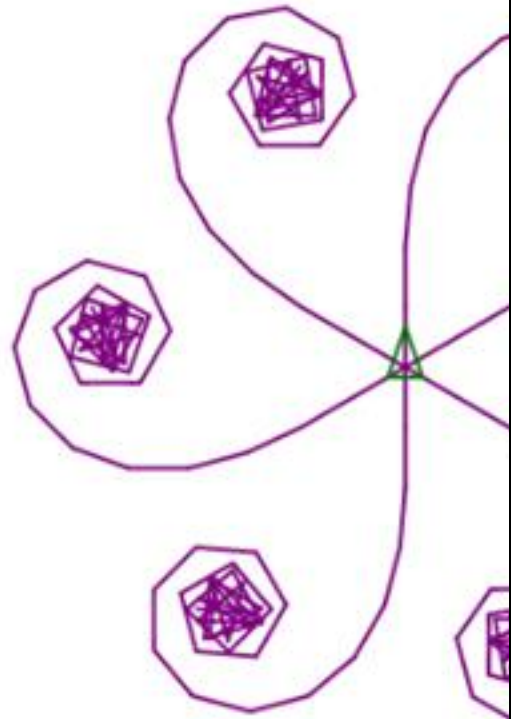
```



```

cs
setpensize 2
setpencolor random 16
make "turn 0
while :turn < 360 [
  make "angle 0
  while :angle < 180 [
    fd 30
    rt :angle
    make "angle :angle + 5
  ]
  pu home pd
  make "turn :turn + 60
  rt :turn
]

```

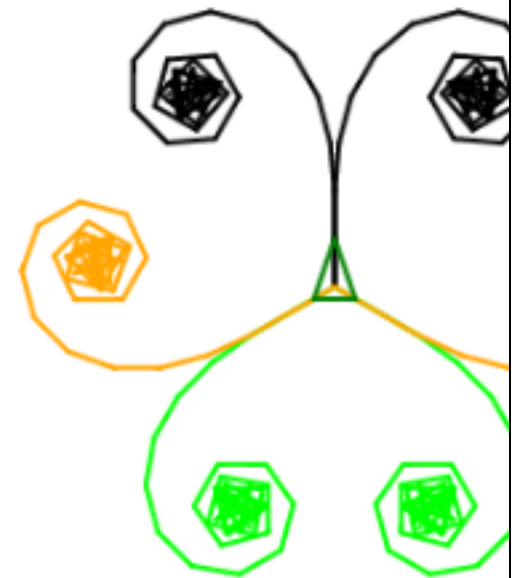


```

cs
setpensize 2
make "turn 0
while :turn < 360 [
  setpencolor random 16
  make "angle 0
  while :angle < 180 [
    fd 20
    rt :angle
    make "angle :angle + 5
  ]

  pu home pd
  lt :turn
  make "angle 0
  while :angle < 180 [
    fd 20
    lt :angle
    make "angle :angle + 5
  ]
]

```



```
]

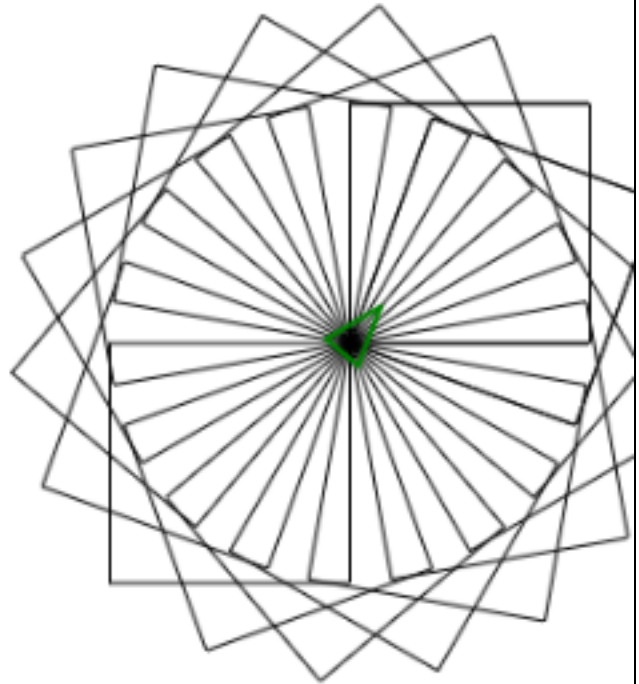
pu home pd
make "turn :turn + 120
rt :turn
]
```

10. Create your own artistic creations using the power of Variables!

11. Our own Procedures

- We can write our own procedures in Logo, then use them like in-built functions!

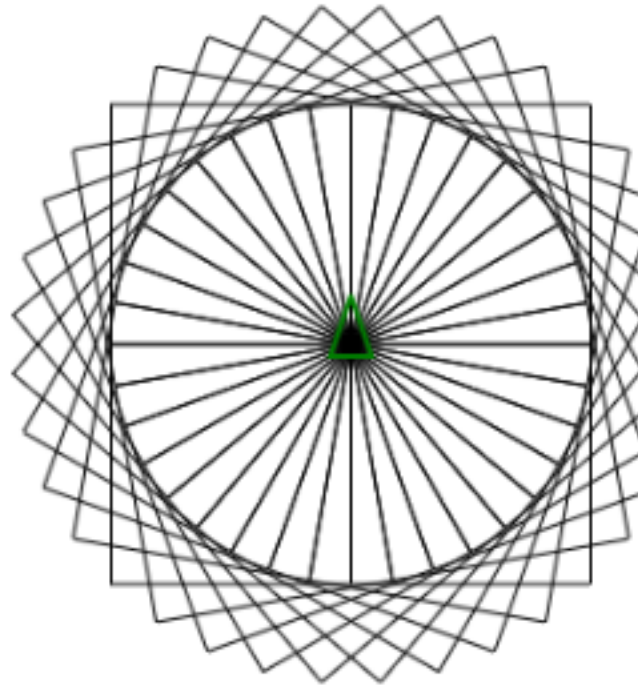
```
TO SQUARE
  REPEAT 4 [FD 100 RT 90]
END
REPEAT 20 [SQUARE RT 20]
```



```

to square :size
  repeat 4 [fd :size rt
90]
end
cs
repeat 36 [square 100 rt
10]

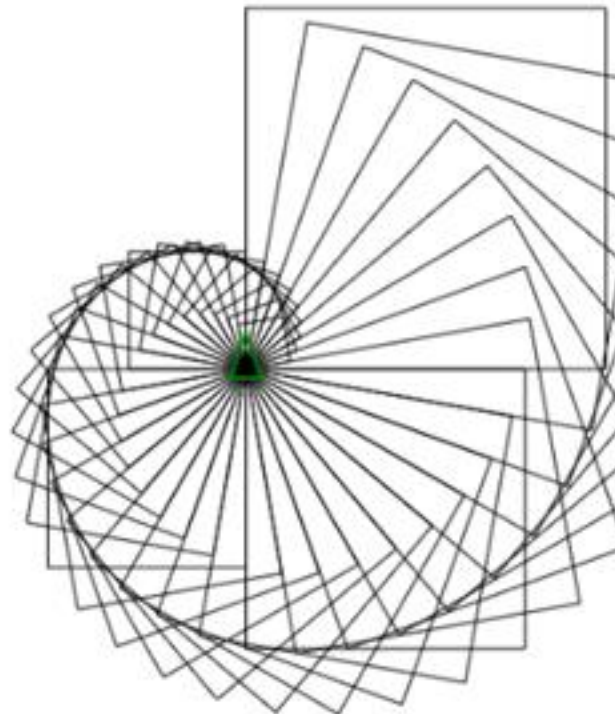
```



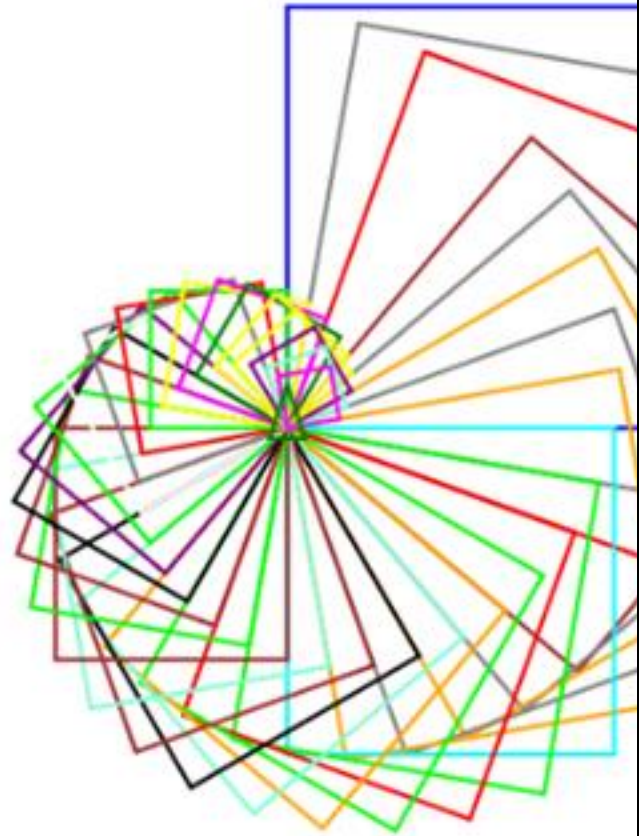
```

cs
make "size 200
repeat 36 [
  square :size
  rt 10
  make "size :size - 5
]

```



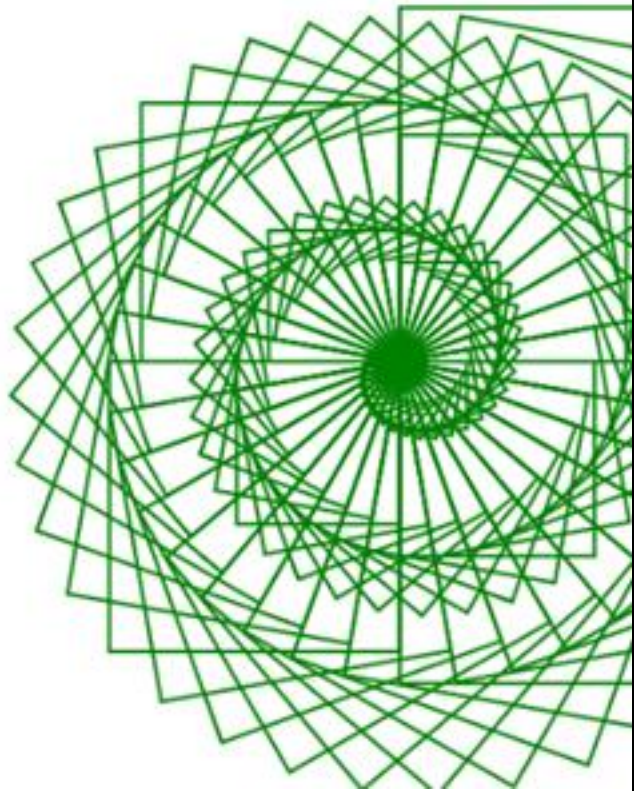

```
cs
make "size 200
setpensize 2
repeat 36 [
  setpencolor random 16
  square :size
  rt 10
  make "size :size - 5
]
```



```

cs
make "size 200
setpensize 2
setpencolor random 16
while :size > 0 [
  square :size
  rt 10
  make "size :size - 2
]

```

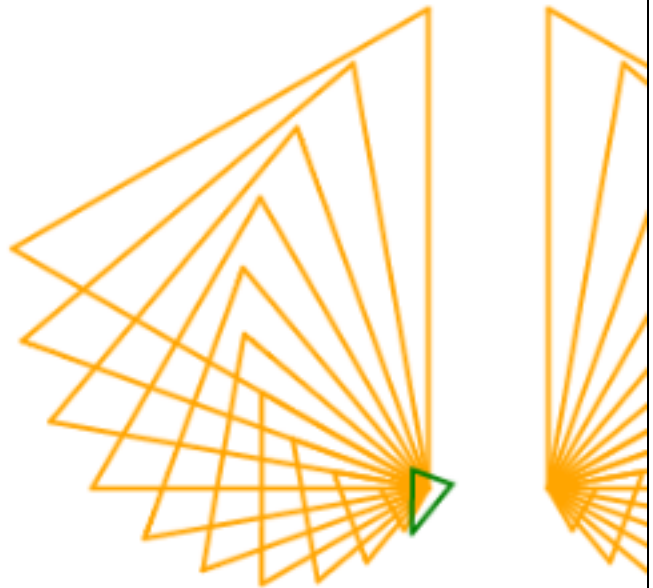


```

to triangle :size
  repeat 3 [fd :size rt 120]
end

cs
setpensize 2
setpencolor random 16
pu setxy 25 0 pd
make "size 200
while :size > 0 [
  triangle :size
  rt 10
  make "size :size - 20
]
pu home setxy -25 0 pd
lt 60
make "size 200
while :size > 0 [

```

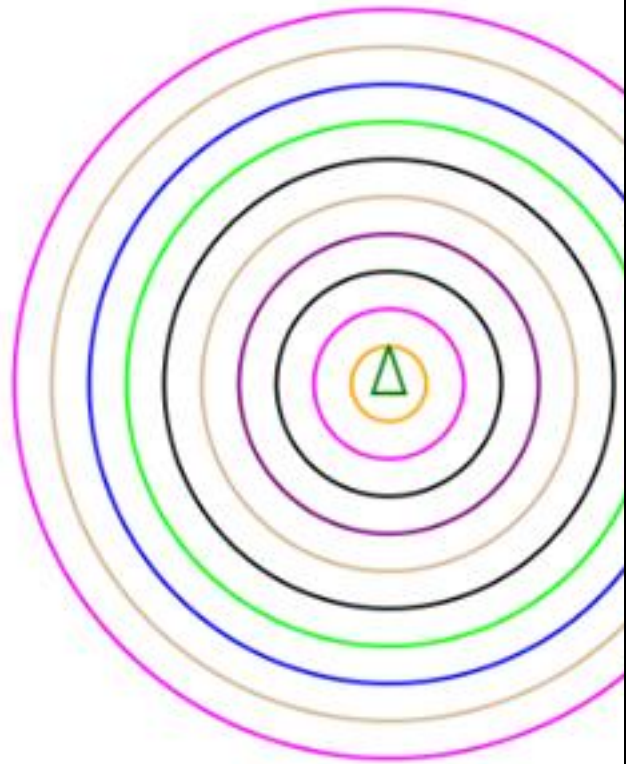


```
triangle :size  
lt 10  
make "size :size - 20  
]
```

```
to circle :radius  
  arc 360 :radius  
end  
  
make "rad 200  
cs  
setpensize 2  
while :rad > 0 [  
  setpencolor random 16  
  circle :rad  
  make "rad :rad - 20  
]
```

(or)

```
to circle :radius  
  if :radius > 3 [  
    arc 360 :radius  
  ]  
end  
  
make "rad 200  
cs  
setpensize 2  
repeat 1000 [  
  setpencolor random 16  
  circle :rad  
  make "rad :rad - 20  
]
```

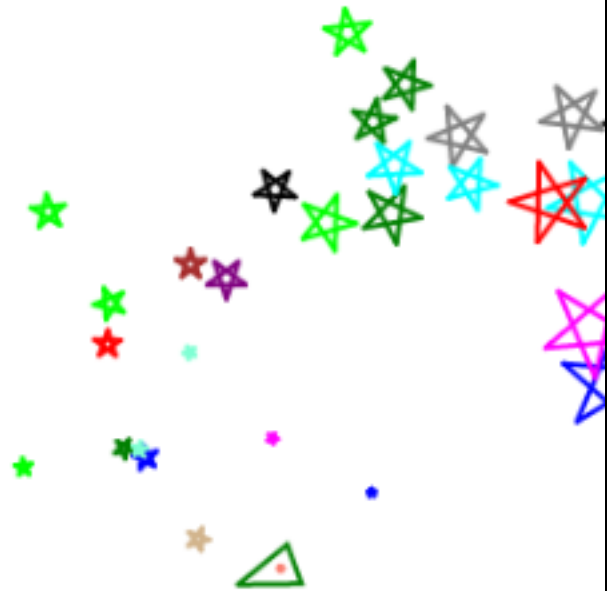


```

to star :size
  repeat 5 [fd :size rt
144]
END
cs
home
make "size 40

while :size > 1 [
  pu fd 50 rt random 360 pd
  setpencolor random 16
  star :size
  make "size :size - 1
]

```



```

to star
  make "size random 40
  repeat 5 [fd :size rt
144]
END
cs
home
repeat 100 [
  pu fd 50 rt random 360 pd
  setpencolor random 16
  star
]

```



```
to star
  make "size 20 + random 20
  repeat 5 [fd :size rt
144]
END
cs
home
window
repeat 100 [
  pu fd 50 + random 50 rt
random 360 pd
  setpencolor random 16
  star
]
```

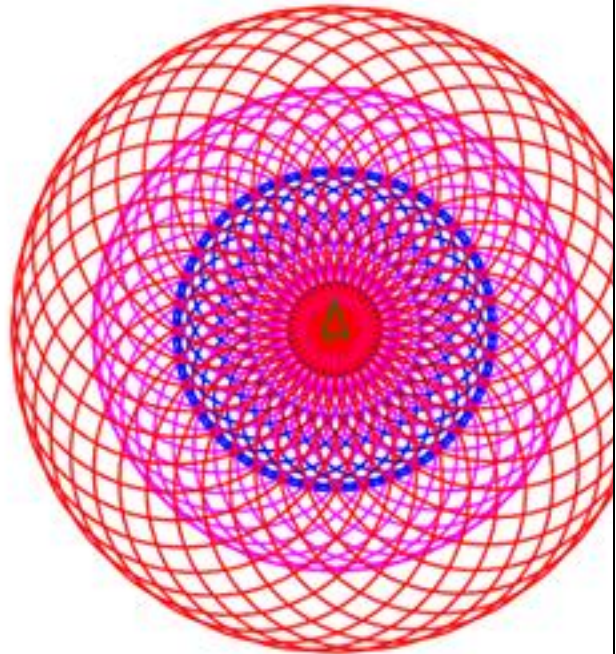
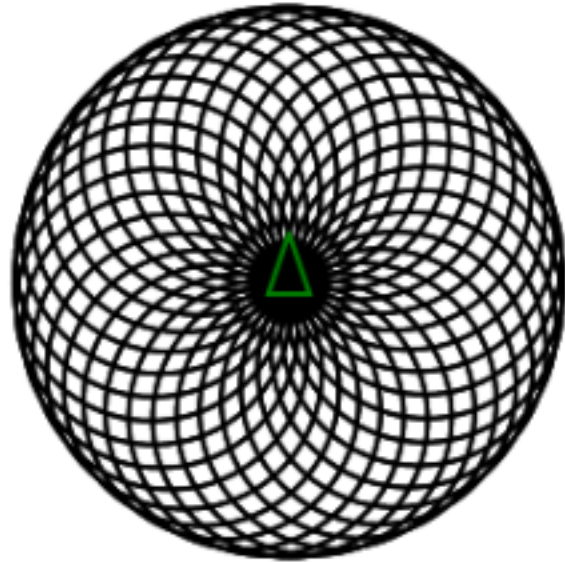


Utilize the following procedures to draw these images and more...

```
to circle :dist
  repeat 360 [fd :dist rt
1]
end
```

```
TO circles :count :dist
  repeat :count [
    circle :dist
    rt 360 / :count
  ]
end
```

```
pd
setpensize 2
...
```



12. Write your own procedures and use them in interesting ways!

13. Recursion

Click on Examples in <http://www.calormen.com/logo/#> and see last 2: fern & tree

```

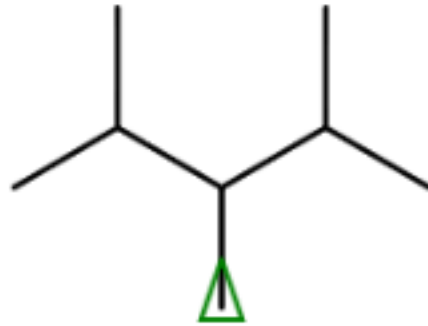
to drawPattern :level
  if :level > 0 [
    make "level :level -
1
    fd 50
    lt 60
    drawPattern :level
    rt 120
    drawPattern :level
    lt 60
    bk 50
  ]
end

cs
window
setpensize 2
drawPattern 3

```

Change the argument for drawPattern to higher

values and see the action! "window" command



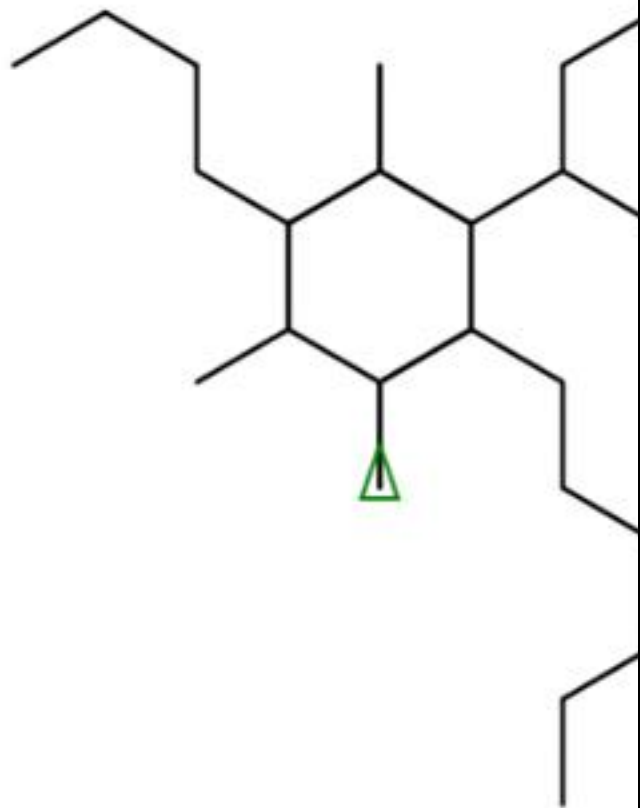
ensures that the drawing does not wrap around and

appear near the opposite edge.

```
to drawPattern :level
  if :level > 0 [
    make "level :level -
  1
    fd 50
    lt 60
    if :level > random 10
  [
    drawPattern :level
  ]
    rt 120
    if :level > random 10
  [
    drawPattern :level
  ]
    lt 60
    bk 50
  ]
end
```

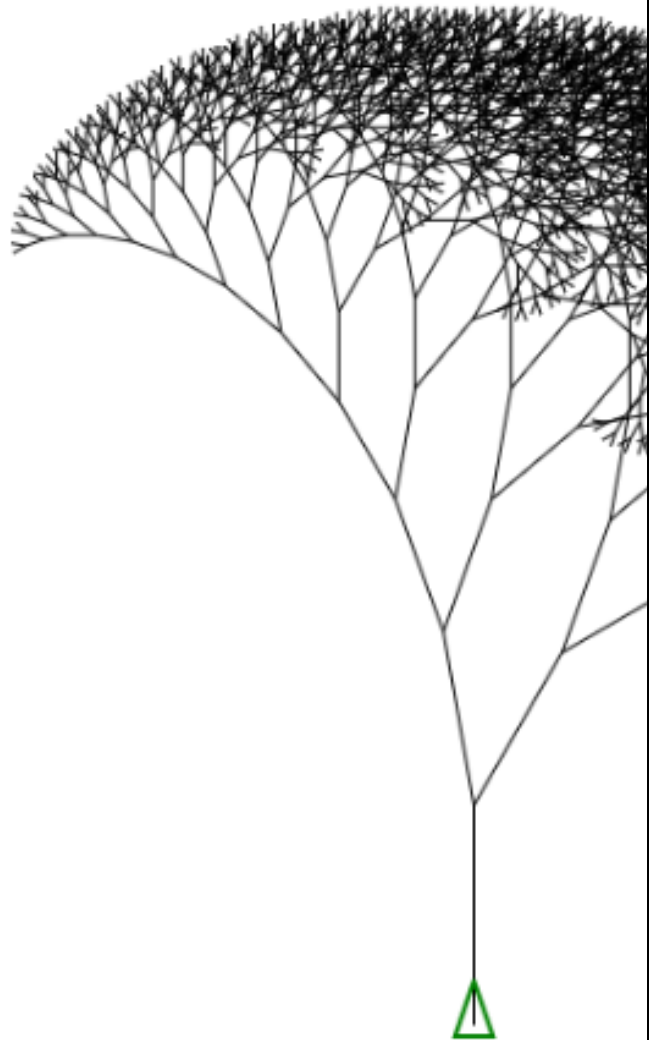
```
cs
window
setpensize 2
drawPattern 10
```

Draws a random pattern every time you run! How?




```
to tree :level :size
  if :level > 0 [
    fd :size
    lt 10
    tree :level - 1 :size
  * 0.8
    rt 10
    rt 30
    tree :level - 1 :size
  * 0.8
    lt 30
    pu bk :size pd
  ]
end

cs
window
pu setxy 0 -200 pd
setpensize 1
tree 13 100
```

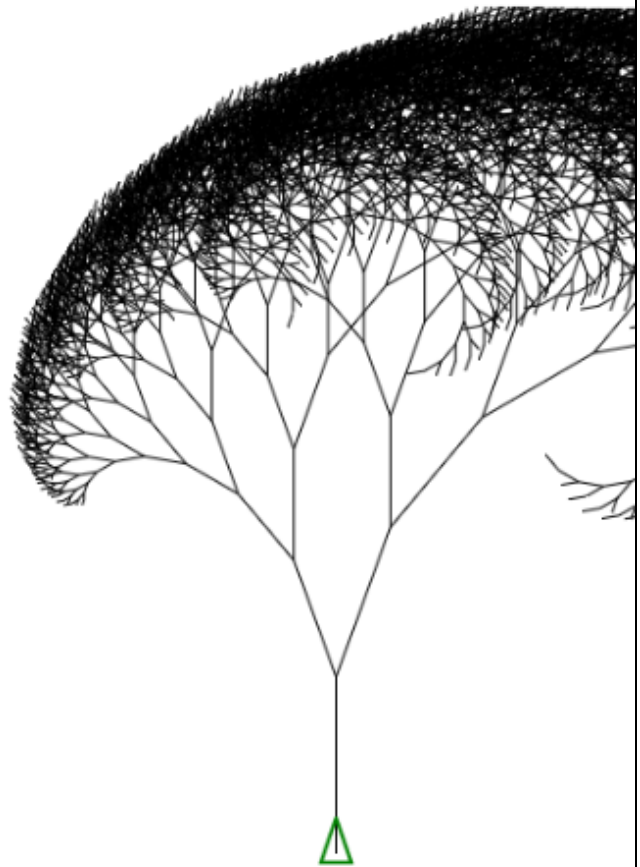


```

to tree :level :size
  if :level > 0 [
    fd :size
    lt 20
    tree :level - 2 :size
  * 0.7
    rt 20
    rt 20
    tree :level - 1 :size
  * 0.9
    lt 20
    pu bk :size pd
  ]
end

cs
pu setxy -100 -200 pd
setpensize 1
tree 20 100

```



```

to tree :level :size
  if :level > 0 [
    setpensize :level
    fd :size
    lt 20
    tree :level - 2 :size
  * 0.7
    rt 20
    rt 20
    tree :level - 1 :size
  * 0.9
    lt 20
    pu bk :size pd
  ]
end

cs
pu setxy -100 -225 pd
setpensize 1
tree 15 100

```



```

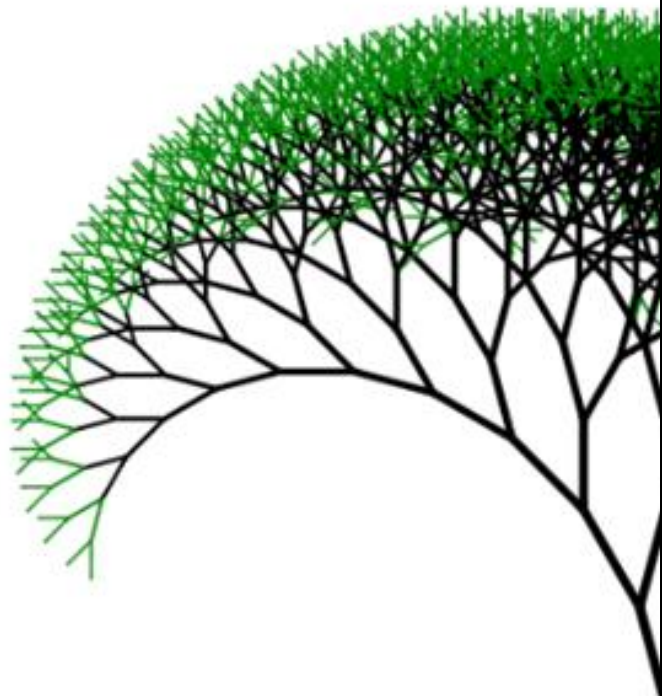
make "angle1 15
make "angle2 30
make "factor1 0.9
make "factor2 0.8

to tree :level :size
  if :level > 0 [
    setpensize 1 + :level
  / 3
    if :level < 3 [
      setpencolor 10
    ]
    if :level >= 3 [
      setpencolor 0
    ]
    fd :size
    lt :angle1
    tree :level - 1 :size
  * :factor1
    rt :angle1
    rt :angle2
    tree :level - 1 :size
  * :factor2
    lt :angle2
    pu bk :size pd
  ]
end

cs
window
pu setxy 0 -200 pd
tree 13 70

```

Make changes to angle1, angle2, factor1 and factor2 to make your own wonderful tree!



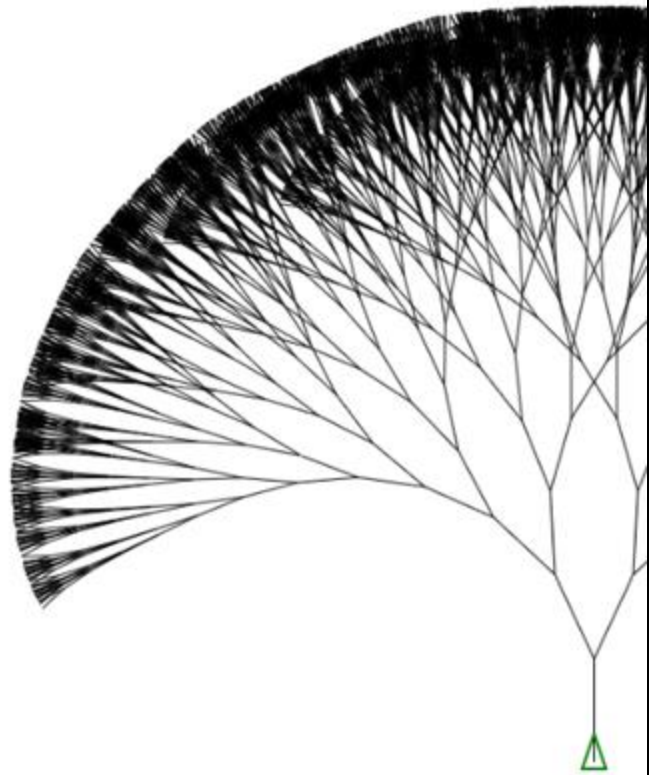
```

make "maxlevel 13

to tree :level :size :turn
  if :level > 0 [
    fd :size
    lt :turn
    tree :level - 1 :size
  * 0.9 :turn - 3
    rt :turn
    rt :turn
    tree :level - 1 :size
  * 0.9 :turn - 3
    lt :turn
    pu bk :size pd
  ]
end

cs
window
pu setxy 0 -250 pd
setpensize 1
tree :maxlevel 75 25

```



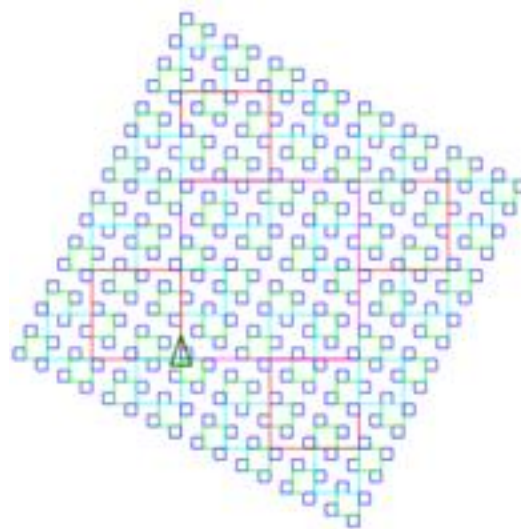
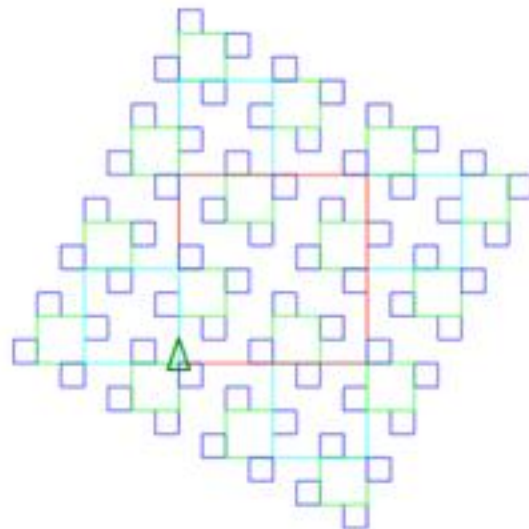
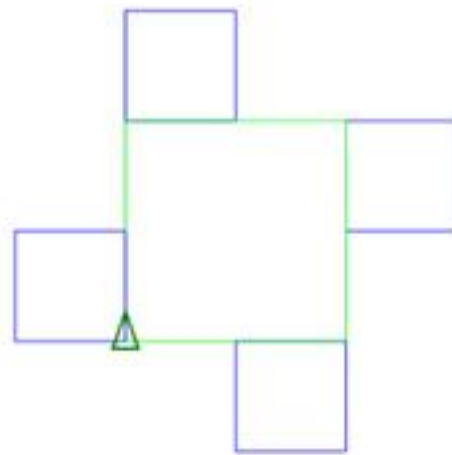
```

TO recSquare :level :size
  if :level < 1 [ stop ]
  repeat 4 [
    setpencolor :level
    fd :size
    recSquare :level - 1
  :size / 2
    rt 90
  ]
end

cs
recSquare 2 150

```

Play with different levels! Also, how will you change the colors & fix the tilt.



Koch Curve

```
to kochCurve :level :size
  if :level < 1 [ fd :size
stop ]
  kochCurve :level - 1
:size / 3
  lt 60
  kochCurve :level - 1
:size / 3
  rt 120
  kochCurve :level - 1
:size / 3
  lt 60
  kochCurve :level - 1
:size / 3
end
```

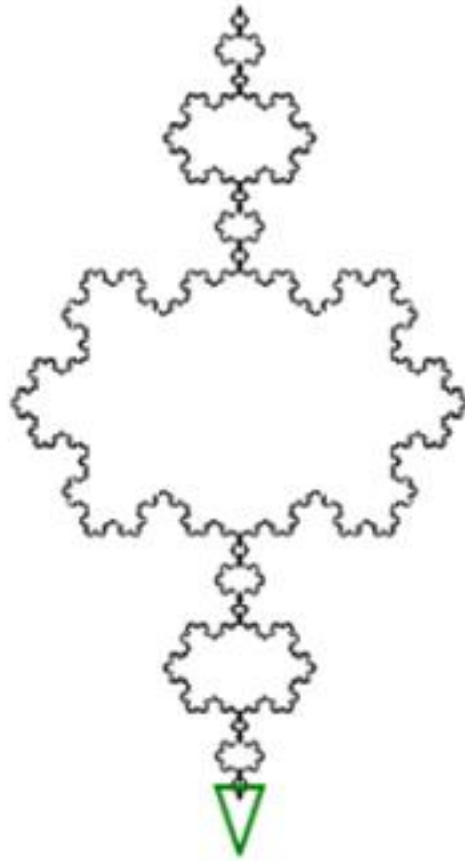
cs

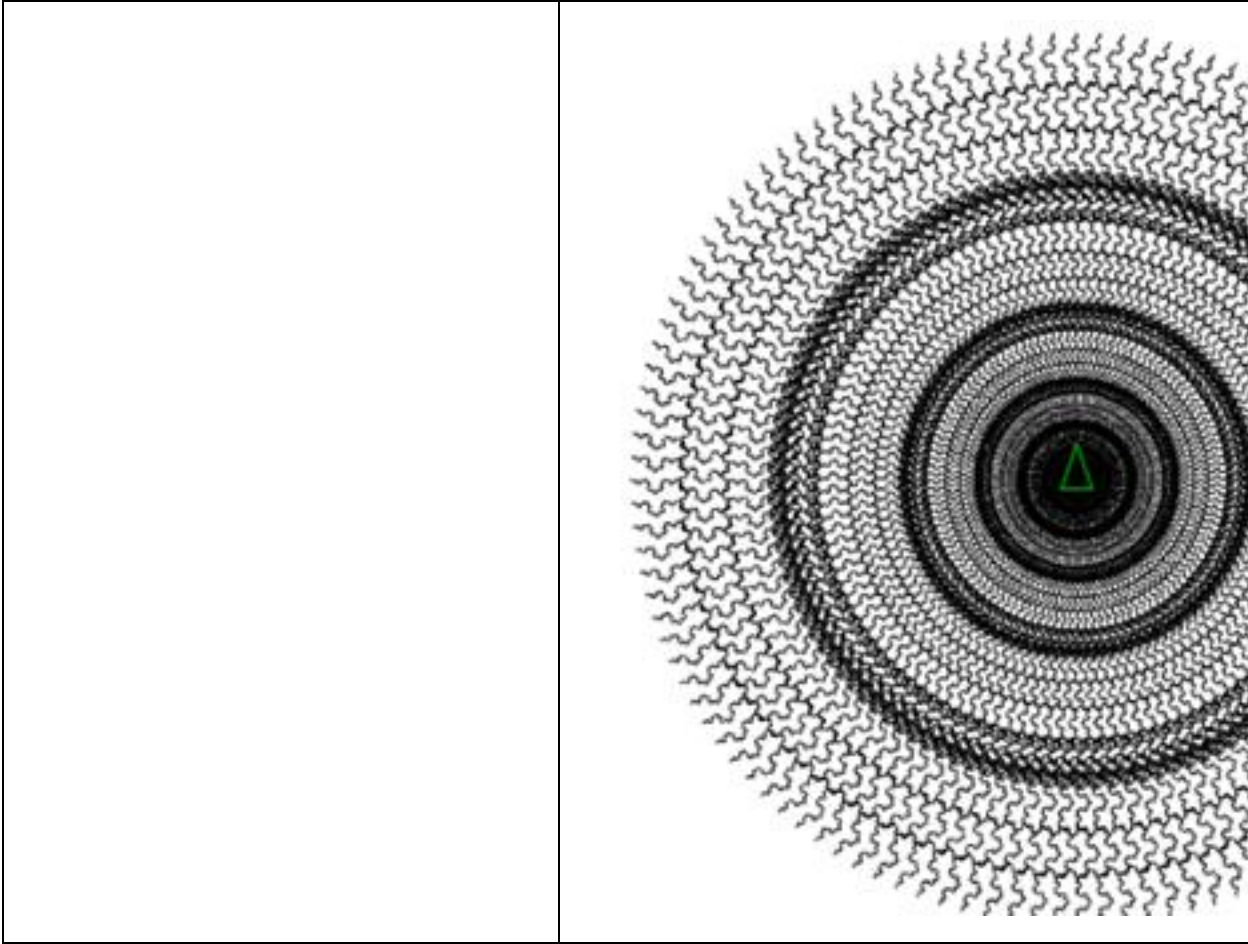
kochCurve 4 300

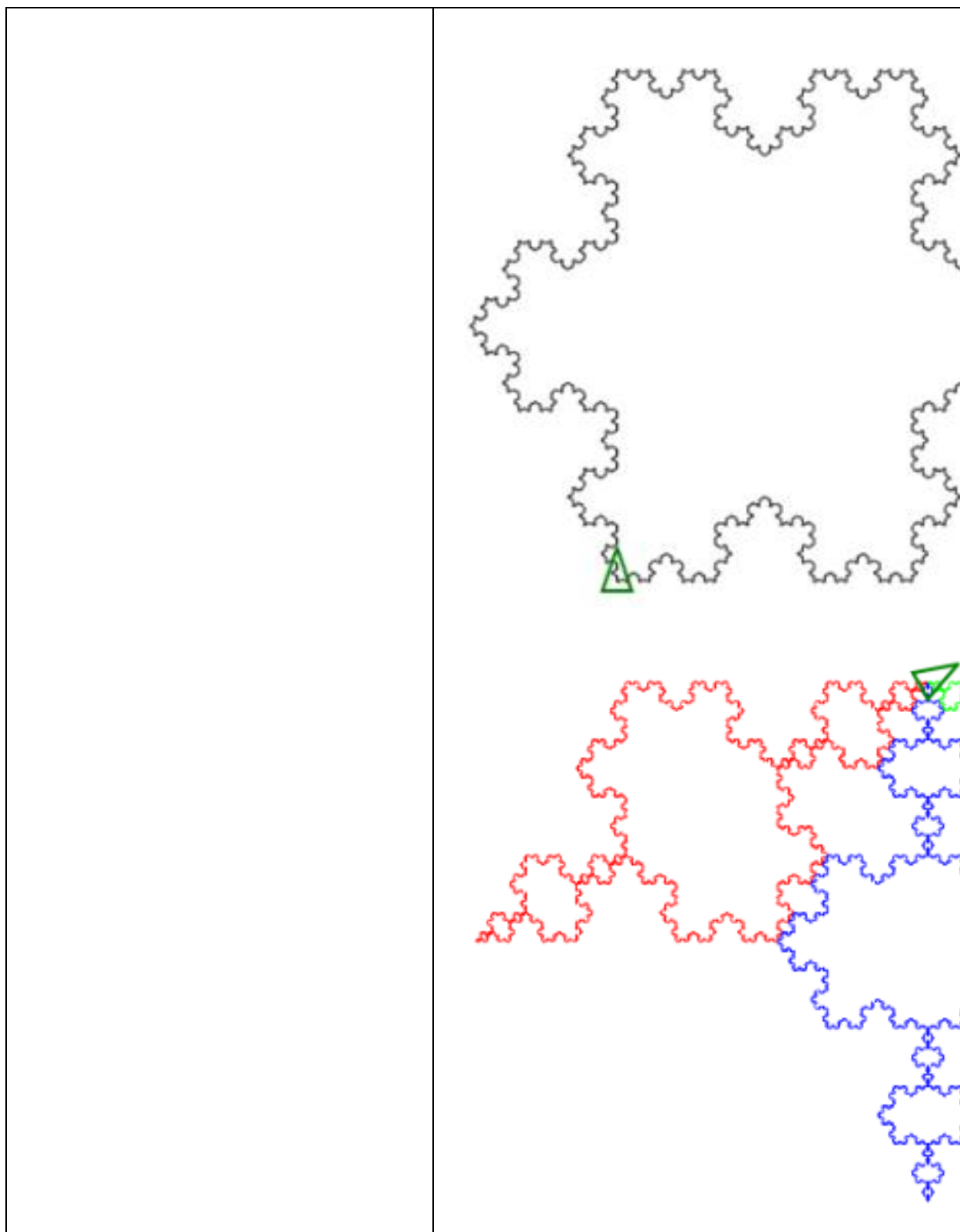
Play with different levels (instead of 4)
to understand what is going on.

l	le	le	le	lev
e	v	v	ve	el
v	el	el	l =	=
e	=	=	3	4
l	1	2		
=				
0				

Now let your creativity run wild and build various drawings using Koch Curve as a building block.

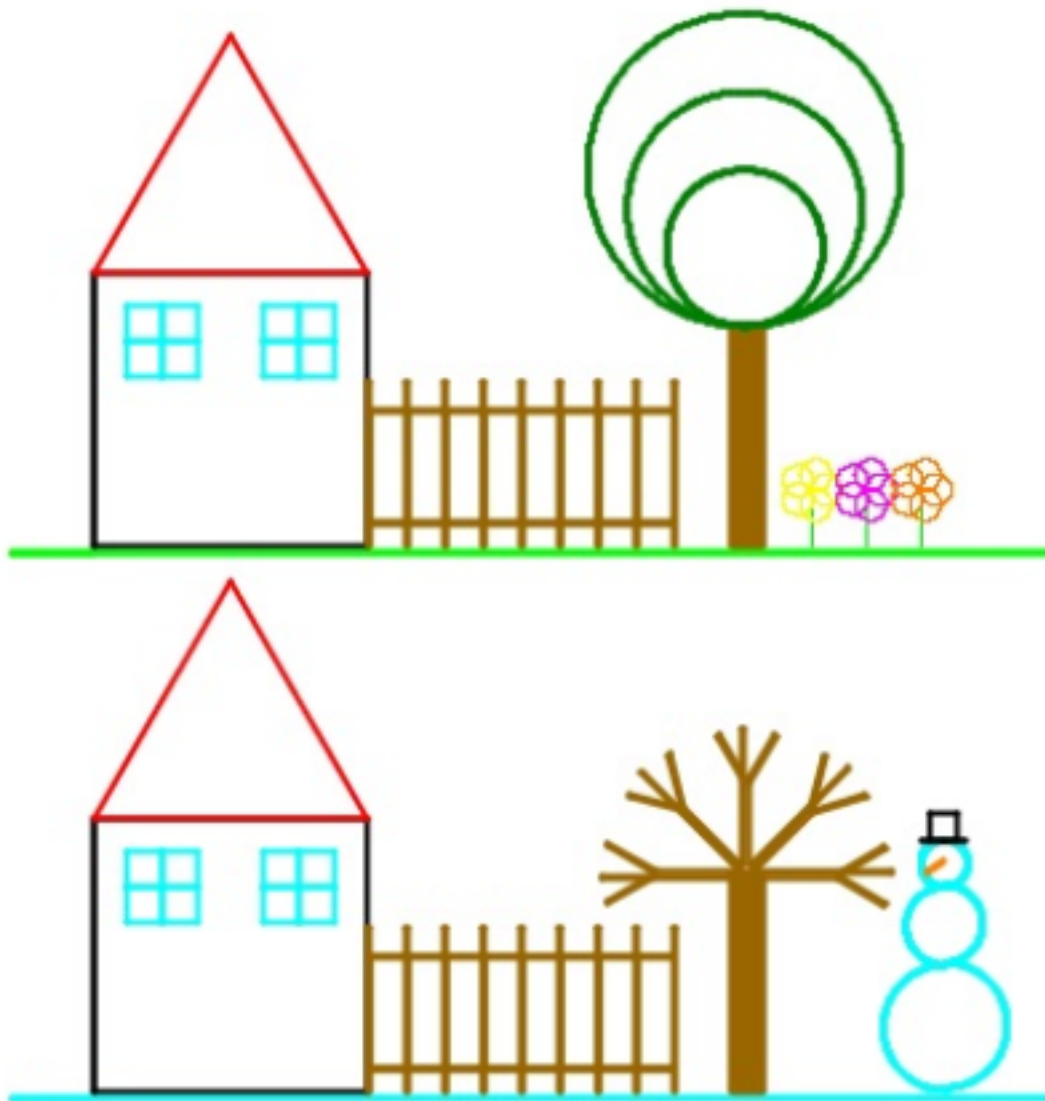






14. A few more interesting drawings ...

Feel free to put a personal touch!



REF : <http://utdallas.edu/~veerasam/logo/>