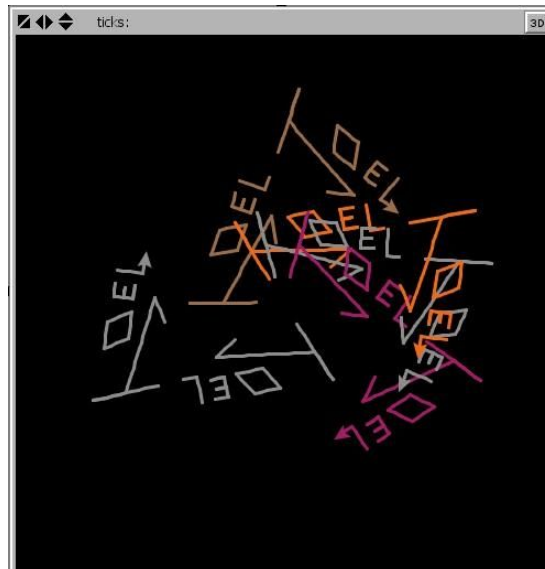CS108L Computer Science for All
Module 1: Hello World -
Your Name in Turtle Graphics

- Create your first or last name using NetLogo.
- Make separate procedures for each letter in your name (this will allow you to draw the same letter multiple times without repeating code). Use at least 3 distinct letters, though you may use a nickname instead of your full name.
- "Setup" button clears the interface and creates turtle at a specific coordinate.
- "Go" button calls on each procedure that tells a certain turtle to draw the letters of your name.
- Add some kind of decorative or stylized element like a shape, outline, color effect, etc. that turns your name into a "logo" for you as a person.
- Additionally, include (at least) 2 of the following 3 features in your logo:

  - Change the color of the turtle's line as it moves.
  - Use the "sprout" command to spawn multiple turtles so that part of the visual appeal of your logo is in the dynamics of multiple turtles drawing your logo.
  - Use equations to generate images, lines or shapes. For example, the sin, cos or log functions may generate interesting patterns.

Module 2: Hello World Grading Rubric (40 Points Total)		
Done	Points	Task
	2	A: ● Submit one file to your instructor: the Netlogo source code with the file name: M1.*firstname*.*lastname*.nlogo.

			● The first few lines of your program are comments including your name, the date, your school, and the assignment title.
	3	B:	● Include appropriate in-line comments and complete the Info tab.
	10	C:	● Complete the procedures to draw your name by the end of Week 1.
	3	D:	● Your program is logically ordered and formatted and indented so that it is easy to read the code and understand its function.
	6	E:	● Your program includes "setup" and "go" buttons that will clear the interface, create turtles at their appropriate coordinates, and initiate the procedures to draw the letters of your name.
	6	F:	● Your program draws your name as a logo with some stylized elements and/or decorations, and uses at least 10 different turtle **forward** commands. Your program may use other turtle commands.
	8	G:	● Implement at least 2 of the listed additional features.
	2	H:	● Used multiple colors and shapes.
	1	I:	● (Extra Credit) In addition to the "setup" and "go" buttons, your program includes a third button labeled "Extra Credit 1". When this button is clicked, your program clears the screen and draws 4 different geometric shapes.
	1	J:	● (Extra Credit) In addition to the "setup" and "go" buttons, your program includes a third button labeled "Extra Credit 2". When this button is clicked, your program clears the screen and draws a house shape with at least 1 window and 1 door.