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| **CS108L Computer Science for All**  **Week 3: NetLogo Command Cheat Sheet** | |
| **Command** | **Command Description** |
| set color # | Changes an agent’s color to # (see NetLogo Programming guide for color values). There are 140 colors in NetLogo.  **Example: set color 15** sets the color to bright red |
| set color R# G# B# | Changes an agent’s color to R# G# B# (RGB notation) where R# stands for how much red is in the color, G# stands for how much green is in the color, and B# stands for how much blue is in the color. The R#, G#, and B# can range between 0 and 255.  **Example: set color 255 0 0** sets the color to bright red |
| repeat # [*commands*] | Repeats the set of commands in the square bracket a certain number (#) of times.  **Example: repeat 20**  **[**  **right 5**  **forward 1**  **]**  the turtle turn right 5o and steps forward 1 step 20 times |
| while [condition] [*commands*] | Repeats the set of commands in the second set of square brackets while the condition in the first set of square brackets is true. When the condition within the first set of square brackets is false, the loop is exited. |
| let *local\_variable\_name* value | Creates a new local variable called *local\_variable\_name* and gives it the given value. A local variable is one that exists only within the enclosing block of commands such as a procedure or within the ask turtles brackets.  **Example: let num1 10**  This creates a local variable num1 and gives it an initial value of 10 |
| set *variable\_name* value | Sets variable (*variable\_name*) to the given value.  **Example : set num1 25**  Changes the value of the local variable num1 to 25 |