

## Netlogo Tutorial code

```
globals
[
  day
]

turtles-own
[
  walks-# ;;the amount of steps takenSSSSss
]

to setup
  clear-all
  reset-ticks

  create-turtles 20 [set xcor random 16 set ycor random 16]

  ask turtles [set walks-# 0]
end

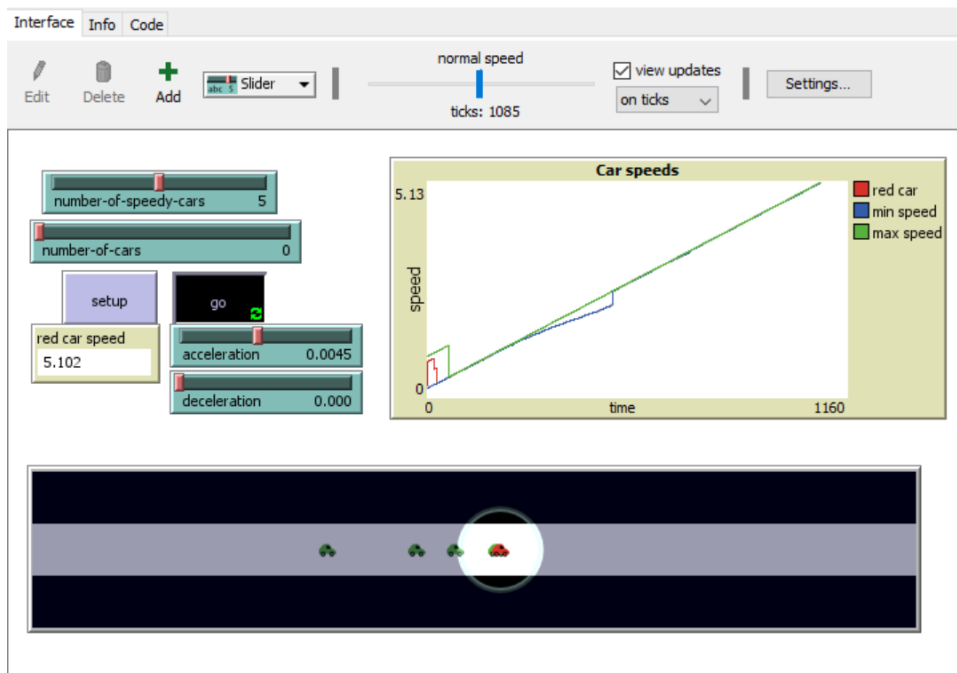
to go
  ask turtles
  [
    forward 1
    change-direction
    set walks-# walks-# + 1
    set label walks-#
  ]
  tick

  if (remainder ticks 4 = 0) [set day day + 1]
end

to change-direction
  ifelse (random 100 < 50)
  [right 90]
  [left 90]
end
```

### Opdrachten:

1. Kernfunctionaliteit is autos op een weg te simuleren. Ik heb een nieuw soort auto toegevoegd. En een nieuwe slider. De nieuwe autos zijn speedy autos.



```

set-default-shape turtles "car"
create-turtles number-of-cars [
  set color blue
  set xcor random-xcor
  set heading 90
  ;; set initial speed to be in range 0.1 to 1.0
  set speed 0.1 + random-float 0.9
  set speed-limit 1
  set speed-min 0
  separate-cars
]
create-turtles number-of-speedy-cars [
  set color green
  set xcor random-xcor
  set heading 90
  ;; set initial speed to be in range 0.1 to 1.0
  set speed 0.1 + random-float 0.9
  set speed-limit 20
  set speed-min 0
  separate-cars
]
set sample-car one-of turtles
ask sample-car [ set color red ]
end

```