Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Simple Square Worksheet

1. Draw the translation from the English to the code.

***// Change the color of the line the tortoise draws to "blue"***

Tortoise.*setPenColor*(Colors.Blues.*Blue*);

1. Draw the translation from the English to the code.

***// Do the following 9 times***

**for** (**int** i = 1; i <= 9; i++)

{

Tortoise.*move*(100);

Tortoise.*turn*(5);

}

1. Do the following for the code below:

|  |  |
| --- | --- |
| **public** **class** SimpleSquare  {  **public** **static** **void** **main**(String[] args)  {  Tortoise.*show*();  Tortoise.*setSpeed*(10);  **int** sides = 4;  **for** (**int** i = 1; i <= sides; i++)  {  Tortoise.*setPenColor*(Colors.Blues.*Blue*);  Tortoise.*move*(50);  Tortoise.*turn*(360/sides);  }  }  } | 1. Circle all the classes and put a “c” by them. 2. Circle all the methods and put an “m” by them. 3. Which class owns the “main” method? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 4. Which class owns the “show” method? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 5. List all the variables that are in scope when you set pet color:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |