**Reference Sheet**

**List of functions and coding concepts introduced in each lesson**

Each coding concept mentioned below is described in a section with the same name in the Coding Overview. Drawing, Geometry and System functions are described under the corresponding section in the Function Reference List, which is also part of the coding overview.

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| **Lesson** | **Drawing Functions** | **Geometry Functions** | **System Functions** | **Coding Concepts** |
| Lesson 1 | drawPoints  drawLabels  drawSegment  drawLine  message  myPicture  & |  | main  take  drawPicture | Boilerplate  Lists  Strings  Auxiliary definitions  Tuples |
| Lesson 2 | drawCircle | find\_apart  circle\_circle  line\_circle  line\_line | drop | Understanding runtime errors (incomplete definitions) |
| Lesson 3 | coordinates  messages | dist  midpoint | show  ++ |  |
| Lesson 4 | drawArc  drawPointLabel  drawTriangle | beyond | find  not  shownum  . | Multiple-case definitions |
| Lesson 5 |  | parallel  perpendicular  projection |  |  |
| Lesson 6 | coordinates’ | quadrilateral |  |  |
| Lesson 7 |  | mirror |  |  |
| Lesson 8 |  | dilate  rotate  translate |  |  |