# To program operations to be done in a particular order

A) You code them in the order you want them to be done.

B) You can code them in the order you think of them, and they computer will do them in the right order.

# To make the main method

A) public static void main(String[] a) { .... }

B) class Main { new Turtle() = turtle(Turtle); }

# To add method drawForks to the Turtle class

A) class Turtle extends SimpleTurtle {

    ....

    public void drawForks(int nForks)

    {  /* code do draw nForks forks here */ }

 }

 (B)  tu.drawForks( 37 );

      tu.turn(90); tu.forward(100);

      tu.drawForks(28);

# To command a Turtle tu to draw 37 forks, and then another 28

A) class Turtle extends SimpleTurtle {

   ....

   public void drawForks(int nForks)

   {  /* code do draw nForks forks here */ }

 }

 (B)  tu.drawForks( 37 );

       tu.turn(90); tu.forward(100);

       tu.drawForks(28);