

# AUT Logo Specification

## **forward** *expr*

**fd** *expr*

Move turtle forward *expr* pixels.

*Example: fd 100*

## **back** *expr*

**bk** *expr*

Move turtle backward *expr* pixels.

*Example: bk 100*

## **left** *expr*

**lt** *expr*

Rotate *expr* degrees counterclockwise.

*Example lt 90*

## **right** *expr*

**rt** *expr*

Rotate *expr* degrees clockwise.

*Example lr 90*

## **setxy** *expr expr*

Move turtle to the specified location.

*Example: setxy 200 300*

## **setx** *expr*

Move turtle to the specified location.

*Example : setx 100*

## **sety** *expr*

Move turtle to the specified location.

*Example : sety 100*

## **setheading** *expr*

**seth** *expr*

Rotate the turtle to *expr* heading.

*Example: seth 45*

## **home**

Moves the turtle to center, pointing upwards.

## **clean**

Clear the drawing area.

## clearscreen

cs

Same as clean and home together.

## pendown

pd

Turtle resumes leaving a trail.

## penup

pu

Turtle stops leaving a trail.

## repeat **expr** [ **statements** ]

Repeats **statements** **expr** times.

*Example: repeat 4 [ fd 100 rt 90 ]*

*repeat 2 [ repeat 2 [ fd 100 rt 90 ] ]*

## **expr**

Only **integers** are allowed.

Supported operations:

- + Addition
- - Substraction
- \* Multiplication
- / Division
- ( ) Grouping