Logo Documentation

What is Logo

Logo is a programming language that dictates the drawing of a sketch.
The drawing vehicle is an avatar that can be moved inside the 3-dimentional space, leaving a trail behind it. The avatar is initiated at the origin with orientation towards the y axis.
Movement commands indicate the movement of the avatar with reference to its current position and orientation. Exceptionally, the set commands can place the avatar to a specific position with reference to the absolute coordinate system of the space.

Movement Commands

These are the basic commands that control the movement of the avatar.
All following commands do not return any value

Command Name	Arguments	Description	Example
fd or forward	1 (steps distance)	Move forwards	`fd 50`
bk or backward	1 (steps distance)	Move backwards	`bk 50`
rt or right	1 (degrees)	Turn right	`rt 90`
lt or left	1 (degrees)	Turn left	`lt 90`
up	1 (degrees)	Turn up	`up 90`
dn or down	1 (degrees)	Turn down	`dn 90`
rr or roll_right	1 (degrees)	Roll right	`rr 90`
rl or roll_left	1 (degrees)	Roll left	`rl 90`
home	-	Move to home position	`home`
setx	1 (position)	Move to specific x coordinate	`setx 50`
sety	1 (position)	Move to specific y coordinate	`sety 50`
setz	1 (position)	Move to specific z coordinate	`setz 50`
setxyz	3 (position)	Move to specific point (x,y,z)	`setxyz 50 50 50`

Position Commands

These are the commands that provide information about the current position of the avatar in the 3 dimensional space.
All following commands do not accept any arguments.
Their return value can be used by any Logo command accepting arguments

Command Name	Return value unit	Description	Example
getx	coordinate	returns the current position on x axis	`getx`
gety	coordinate	returns the current position on y axis	`gety`
getz	coordinate	returns the current position on z axis	`getz`

Trail appearance Commands

These are the commands that configure whether the avatar movement leaves a trail and how it should appear. Once called, they affect all consecutive movement commands until another change is made.
All following commands do not return any value

Command Name	Arguments (unit)	Description	Example
penup	-	Avatar stops leaving trail	`penup`
pendown	-	Avatar starts leaving tail	`pendown`
sepensize	1 (pixels)	Sets the trail width	`setpensize 4`
color	3 (0-255 r g b)	Sets the trail color in RGB space	`color 255 20 40`

Output Commands

These are the commands that enable output to the user
All following commands do not return any value

Command Name	Arguments (unit)	Description	Example
print	1	Prints a value to the terminal	`print "starting`
label	1	Displays a value on the sketch	`label "corner`

Arguments

An argument in Logo can be:

- Any number. E.g. `2, 3.14, 2.76e3`
- The value of a defined variable name, using the prefix ':' E.g. `fd :var`
- A word literal, using the prefix '"'. Only a few commands can accept this kind of argument
  E.g. `print "helloWorld label "corner`
- Any function or command that returns a value e.g. `print getx`
- Any expression with a combination of arguments and arithmetic operators (`+, -, *, /`) or comparison operators (`<, >, <=, >=, =`)
  E.g. `fd :n + 10  rt 360 / 5 print :k <= 5`
  The result of a comparison is `1` if the comparison is true and `0` if it is false
- Any expression can be sub-grouped using parentheses '`()`'*

*Parentheses are useful for determining the priority of operations. Moreover, they are critical for separating arguments in the case of negative numbers.
E.g.: To set the position of the avatar to x:6, y:-7, z:8, Writing the below:

```
Setxyz 6 -7 8
```

Will yield an error, as it will consider that the first argument is `6-7` and the second argument is `8`. The error will indicate that the command is missing a third argument. The correct way is to write:

```
setxyz 6 (-7) 8.
```

Grouping like that leaves no ambiguity for the arguments separation. Of course parentheses may be optionally used for the other arguments as well.

Variables

Variables are places in memory that we can store a numeric value.
The variables can be assigned names and values by the user, using the **make** command
After setting it, the value of that variable can be accessed by using the prefix ':' followed by its name.
Any variables made outside of a function are considered 'global' variables and can be accessed by any part of code, as long as they have already been made when the reference occurs.
There is no difference when defining a variable or assigning a value to it. Using `make`, if the variables already exists at the current scope, it is assigned a new value. Otherwise, it is created.

Syntax:

make <variable name literal> <variableValue>
:< variable name literal>

Example :

```
Make "var 50
fd :var
```
(now equivalent to fd 50)

Program Flow Control

Conditionals

A block of code can be executed conditionally, by using the command **if**

Syntax:

If <condition> [<commands to execute if condition is true>]
<condition>: An argument expression that can be evaluated as true or false
< commands to execute if condition is true > : any program code

Example:

```
If :n < 5 [ print "lessThanFive ]
```

Similarly, two different blocks of code can be executed, depending on the truth value of a condition, using **ifelse**

Syntax

Ifelse <condition > [<commands to execute if condition is true>] [<commands to execute if condition is false>]

Example

```
Ifelse :n < 5 [ print "lessThanFive ] [ print "higherOrEqualToFive ]
```

**Note: Any plain number can also be evaluated for its truth value. Any value other that 0 evaluates as true and the value of 0 evaluates as false.*

E.g `if 5 [ fd 10 ]` – The fd command will be executed
`If 0 [ fd 10 ]` – The fd command will not be executed

Loops

A block of code can be executed repeatedly n times, with the command **repeat**:

Syntax:

Repeat <number of executions> [<commands>]

Example:

```
repeat 4 [ fd 10 rt 90 ]
```

A block of code can be executed repeatedly, as long as a condition is true, with the command **while**

Syntax:

While <condition> [<commands>]

Example:

```
make "n 4
while :n > 0 [ fd 10 rt 90 make "n :n - 1 ]
```

Similarly, a block of code can be executed repeatedly, as long as a condition is false, with the command **until**

Syntax:

until <condition> [<commands>]

Example:

```
make "n 4
until :n = 0 [ fd 10 rt 90 make "n :n - 1 ]
```

Functions

- A function is a part of code (called function's body) that can be given a name and can be executed whenever this name is called inside the program.
- A function can accept any predefined number of parameters and use them inside its body as variables. The definition of the parameters names is by using the prefix ':'
- A function can optionally return a value to the command that called it. The `return` statement can be at any position in the body and the execution will stop once it reaches it
- Functions are called by using their names, followed by their parameters arguments
- The function parameters and variables declared inside the function body define a 'local scope' of variables, visible only within the function. If there is also a global variable with the same name, the local variable takes priority. Attention: inside a function body we can only access global variables but not assign values to them. Because using `make` would create a local variable with the same name
- ***In fact, all Logo commands can be considered as functions***

Syntax:

to <functionName> <list of parameter names> <body> <return statement> end

Example:

```
to square :side repeat 4 [ fd :side rt 90 ] end
to add :a :b return :a + :b end
square 50          – will draw a square of side length 50
print add 2 3      – will print the number '5' on the terminal
```

`square add 10 40` – will first call function `add` with parameters 25, 25 and then call square with parameter the output of function `add`, which will be 50

Mathematical commands

These are commands that are useful for performing mathematical calculations

Name	Arguments	Return value units	Description	Example
sqrt	1		compute square root	`sqrt 4`
pow	2 (base, exponent)		raises the base to the exponent	`pow 2 3`
mod	2 (Divisor, divider)		remainder of integer division	`mod 4 3`
cos	1 (degrees)		cosine of angle	`cos 60`
sin	1 (degrees)		sine of angle	`sin 30`
tan	1 (degrees)		tangent of angle	`tan 30`
arccos	1	degrees	inverse cosine	`arccos 0.5`
arcsin	1	degrees	inverse sine	`arcsin 0.5`
arctan	1	degrees	inverse tangent	`arctan 4`
ln	1		natural logarithm	`ln 7`
log	1		logarithm with base 10	`log 150`
exp	1		e raised to value	`exp 2`
pi	0		returns the number π	`pi`

Logical commands/functions

These are commands that are useful for performing logical operations between arguments that can be evaluated for their truth value

Name	Arguments	Description	Example
or	2	Returns true if any of the arguments is true	`or :n < 5 :n > 10`
and	2	Returns true if both of the arguments are true–	`and :n < 5 :k < 5`
not	1	Returns true if the argument is false	`not :n = 5`

Random generation

The following command is useful to produce random numbers

Name	Arguments	Description	Example
rand	1	Returns an integer random number in the range of [0, n) where n is the argument*	`rand 100`

*If the drawing is repeated in every frame of the display, the same random number will be returned at every execution. Alternatively, use `randcrazy` for a different output at each frame

Timing commands

These are commands that provide timing information and enable the user to create animated sketches
Explanation: The sketch code is run over and over again and displayed multiple times per second. Each execution displays a 'frame' to the view panel. All code and variables remain the same for every execution, except these timing functions, that provide timing info starting from the first run of the program. This means that they give a different result at every frame. And this ability can be exploited to produce animated sketches. None of the below commands accept any arguments

Name	Description	Example
time	Returns the current time in seconds since the first run of the program	`time`
frame	Returns the current frame number since the first run of the program	`frame`

Comments

Comments are notes on the source code that are used for human readability and are not part of the actual program.
Comments in Logo start with the semicolon '*;*'. Any appearance of the semicolon will make the interpreter ignore the rest of the specific line where it appeared

Example

```
Fd 20 ;move a bit forward
```