

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-dimensional 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
setpensize	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 variable already exists at the current scope, it is assigned a new value. Otherwise, it is created.

Syntax:

```
make <variable name literal> <variableValue>
```

```
:< variable name >
```

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 than 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 declaration of the parameters names is done 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 10, 40 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
<code>sqrt</code>	1		compute square root	<code>sqrt 4</code>
<code>pow</code>	2 (base, exponent)		raises the base to the exponent	<code>pow 2 3</code>
<code>mod</code>	2 (Divisor, divider)		remainder of integer division	<code>mod 4 3</code>
<code>cos</code>	1 (degrees)		cosine of angle	<code>cos 60</code>
<code>sin</code>	1 (degrees)		sine of angle	<code>sin 30</code>
<code>tan</code>	1 (degrees)		tangent of angle	<code>tan 30</code>
<code>arccos</code>	1	degrees	inverse cosine	<code>arccos 0.5</code>
<code>arcsin</code>	1	degrees	inverse sine	<code>arcsin 0.5</code>
<code>arctan</code>	1	degrees	inverse tangent	<code>arctan 4</code>
<code>ln</code>	1		natural logarithm	<code>ln 7</code>
<code>log</code>	1		logarithm with base 10	<code>log 150</code>
<code>exp</code>	1		e raised to value	<code>exp 2</code>
<code>pi</code>	0		returns the number π	<code>pi</code>
<code>int</code>	1		rounds to closest integer	<code>int 7.32</code>
<code>abs</code>	1		returns absolute value	<code>abs -3.7</code>
<code>min</code>	2		returns smallest of two values	<code>min 3 5</code>
<code>max</code>	2		returns biggest of two values	<code>max 3 5</code>

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
<code>or</code>	2	Returns true if any of the arguments is true	<code>or :n < 5 :n > 10</code>
<code>and</code>	2	Returns true if both of the arguments are true–	<code>and :n < 5 :k < 5</code>
<code>not</code>	1	Returns true if the argument is false	<code>not :n = 5</code>

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

*Since the drawing is repeated in every frame of the display, the same random number will be returned at every execution, but a different one for each new run of the program. 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

Faces

These are commands that enable the user to draw surfaces as solid objects faces. To draw a face the user should begin it on its first vertex, draw the edges of the face by using the regular move commands and then end it on its final vertex. When ending a face the avatar should have arrived back to the initial vertex, but if not, the face will be closed with an extra edge to the initial vertex. This extra edge will not create a line, to indicate the opening to the user.

Name	Description	Example
beginface	Starting a new surface on its initial vertex	beginface
endface	Ending a surface on its final vertex	endface

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
```

Ignored Characters

Space characters are vital to separate keywords, function names, variable names and arguments.

The user can add as many of these characters in-between the source code tokens as desired, without any effect on the actual code.

These characters are: space(), new line(\n), carriage return(\r), tab(\t), vertical tab(\v), form feed(\f)

Naming

- The interpreter treats the source code in a case-insensitive manner. This means that capitalization does not alter the way a token is conceived. E.g., `EnD` is the same as `end`
- Variable names and function names may contain any sequence of alphanumeric characters. Symbols as any of the operators (+, -, *, /, <, >, =), parentheses or brackets or ';' are not allowed.
- The symbols mentioned above also cannot be part of literals used with the prefix "