Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Draw the translation from the English to the code.

***// Change the color of the line the tortoise draws to "blue"***

Tortoise.*setPenColor*(Colors.Blues.*Blue*);

1. Draw the translation from the English to the code.

***// Do the following 9 times***

**for** (**int** i = 1; i <= 9; i++)

{

Tortoise.*move*(100);

Tortoise.*turn*(5);

}

1. Do the following for the code below:
   1. Circle all the classes and put a “c” by them.
   2. Circle all the methods and put an “m” by them.
   3. What class owns the “main” method? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   4. Which class owns the “show” method? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   5. On Line 19, list all the variables that are in scope:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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1. **package** org.teachingkidsprogramming.recipes;
2. **import** org.teachingextensions.logo.Colors;
3. **import** org.teachingextensions.logo.Tortoise;
4. **public** **class** SimpleSquare
5. {
6. **public** **static** **void** **main**(String[] args) **throws** Exception
7. {
8. Tortoise.*show*();
9. Tortoise.*setSpeed*(10);
10. **int** sides = 4;
11. **for** (**int** i = 1; i <= sides; i++)
12. {
13. Tortoise.*setPenColor*(Colors.Blues.*Blue*);
14. Tortoise.*move*(50);
15. Tortoise.*turn*(360/sides);
16. }
17. }
18. }