# Lesson 3 - My first Program

**2h**

* How to start B4J
* How to create and save a new project
* How to run a project
* What is error screen.
* How to see Turtle commands
* How to write a new project using Turtle

What students should know

## Hello World

Make a program that draws a straight line with the help of the turtle on the computer screen.

## Recommended instructions for the instructor

The aim of the above exercise is to familiarize students with the creation of a project using B4J and to become the first acquaintance with the programming environment. The following instructions in no way limit the instructor when adapting his course to the relevant educational conditions.

**Teachers tip**

This is students first lesson. Therefore, keep it simple!



| **Function** | | **Description** |
| --- | --- | --- |
| **1** | How to create a first project with B4J | *Menu File -> New -> B4Xturtle*  *Project Folder*  *Project Name*  Explain to students the importance of the right names in each project they create and the value of correct storage in folders in a structured way |
| **2** | Run Project | *Menu Project -> Compile & Run*  Explain what compile means and how to recognize syntax errors in the log. You don’t need to provide too much information about compilation. Just the basic stuff in order to run a project. |
| **3** | #Region Project Attributes | Change Values in *MainFormWidth* and *MainFormHeight* to make different size application |
| **4** | Sub Turtle\_Start | *What does Sub mean?*  A small amount of code which is doing a certain activity. |
| **5** | Turtle methods | What is Turtle?  What MoveForward does.  How can we find more commands?  (Tell students to type “Turtle.” To see the list of methods. |
| **6** | Errors | How to identify an error in the log screen |

## Exercises

1. Using turtle and methods ***MoveForward****,* ***TurnLeft****,* ***TurnRight***draw a square with any size you want.
2. Using Previous commands and ***PenUp****,* ***PenDown***and***Move***draw 3 squares like the image below.
3. Using previous commands design a sketch of your choice. Give a name to your sketch and explain how you did it.