

## SUMMARY OF LOGO COMMANDS

<u>COMMAND</u>	<u>RESULT</u>
S (SPLITSCREEN)	ARRANGES THE WINDOW AND LOGO WINDOW ON THE MONITOR
ST (SHOWTURTLE)	THE TURTLE APPEARS
FD 90	THE TURTLE MOVES FORWARD 90 STEPS (HE DRAWS A LINE AS HE MOVES)
BK 30	THE TURTLE MOVES BACK 30 STEPS
RT 20	THE ROTATES 20 DEGREES TO THE RIGHT
LT 40	THE ROTATES 40 DEGREES TO THE LEFT
PU FD 40 (PENUP)	THE TURTLE PICKS UP HIS PEN SO HE WILL NOT DRAW WHEN HE MOVES TURTLE MOVES 40 STEPS BUT DOES NOT DRAW
PD (PENDOWN)	PUTS THE PEN DOWN, READY TO DRAW YOU MUST DO THIS AFTER A PENUP TO BEGIN DRAWING AGAIN
BK 30	THE TURTLE MOVES BACK 30
HT	HIDES THE TURTLE
CG (CLEARGRAPHICS)	ERASES THE PICTURE ON THE SCREEN, AND PUTS THE HOME AT THE CENTER OF THE SCREEN FACING NORTH
FD 40	TURTLE MOVES 40 STEPS, AND DRAWS
PE BK 40 (PEN ERASE BACK 40)	THE ERASES AS IT GOES BACK 40
PP FD 30 (PEN PAINT FORWARD 30)	THE TURTLE LEAVES ERASE MODE AND MOVES TO PAINTING, THEN DRAWS AS IT MOVES FORWARD 30
CLEAN	ERASES ANY PICTURE ON THE SCREEN, BUT DOES NOT MOVE THE TURTLE
HOME	THE TURTLE GOES TO THE CENTER OF THE SCREEN, DRAWING AS IT GOES.
REPEAT 4 [FD 20 RT 90]	GOES FORWARD 20 STEPS AND TURNS RIGHT 90 DEGREES FOUR TIMES
TO SQ REPEAT 4 [FD 40 RT 90] END	DEFINES A PROCEDURE CALLED SQ
FILLSH[SQUARE]	FILLS SQUARE WITH BLACK INK