

EDIT"SQ	OPEN EDIT WINDOW WITH THE PROCEDURE SQ (WHEN IN THE EDIT WINDOW, MAKE CHANGES AND PRESS COMMAND RETURN TO EXIT) **REMEMBER IF YOU MAKE CHANGES IN EDIT, AND WANT TO KEEP THE OLD PROCEDURE YOU WERE EDITING, GIVE THE EDITED PROCEDURE A NEW NAME BEFORE YOU EXIT
PO"SQ	PRINTS OUT THE COMMANDS CONTAINED IN THE SQ PROCEDURE IN THE LOGO WINDOW.
POTS	PRINTS OUT TITLES OF ALL PROCEDURES IN THE CURRENT WORKSPACE.
ER"EG	ERASES THE SQ PROCEDURE FROM THE WORKSPACE
ERALL	ERASES ALL OF THE PROCEDURES IN THE CURRENT WORKSPACE.
RT 40+20	TURTLE DOES THE MATH (40 PLUS 20) AND TURNS TO THE RIGHT 60 DEGREES.
RT 80/2	TURTLE DOES THE MATH (80 DIVIDED BY 2) AND TO THE RIGHT 40 DEGREES
RT 80-20	TURTLE DOES THE MATH (80 MINUS 20) AND TURNS TO THE RIGHT 60 DEGREES
RT 2*25	TURTLE DOES THE MATH (2 TIMES 25) AND TURNS TO THE RIGHT 50 DEGREES
<u>"TOTAL TRIP" FOR POLYGONS</u>	
REPEAT 6[FD 40 RT (360/6]	DRAWS A REGULAR 6 SIDED POLYGON
REPEAT 8[FD 40 RT (360/8]	DRAWS A REGULAR 8 SIDED POLYGON
<u>EXTRA FOR EXPERTS..</u>	
TO RTR	NAMES PROCEDURE RTR
FD 40 RT 90 FD 40 RT 135	DRAWS 2 40 STEP SIDES OF A RIGHT TRIANGLE
FD SQRT 2*40*40	DRAWS THE HYPOTENUSE OF THE RIGHT TRIANGLE
END	(REMEMBER $A^2 + B^2 = C^2$ OR $C = \text{SQUARE ROOT OF } A^2 + B^2$)
RT 90 FD (1*360)/(Pi*2)	TURNS THE TURTLE TOWARD THE CENTER OF A RIGHT CIRCLE THAT IS 360 STEPS AROUND. DRAWS A RADIUS (REMEMBER $C = 2 * \pi * r$)
FOR ADVANCED STUDY:	
TO VSQ:X	CREATES A PROCEDURE CALLED VSQ WHICH CONTAINS
REPEAT 4 [FD:X RT 90]	A VARIABLE X X REPRESENTS THE NUMBER OF STEPS
END	THE TURTLE WILL TAKE FORWARD. IN ORDER TO RUN THIS PROCEDURE. YOU MUST TYPE VSQ FOLLOWED BY A VALUE FOR X
TO POLYGON:T:S	CREATES A PROCEDURE CALLED POLYGON WHICH CONTAINS
REPEAT:T [FD:S RT 360/1]	TWO VARIABLES - T, AND S. T REPRESENTS THE NUMBER OF
END	TURNS THE TURTLE WILL TAKE. S REPRESENTS THE NUMBER OF STEPS FORWARD. IN ORDER TO RUN THIS PROCEDURE, YOU MUST TYPE POLYGON FOLLOWED BY A VALUE FOR T AND THEN A VALUE FOR S.