

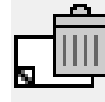



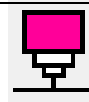



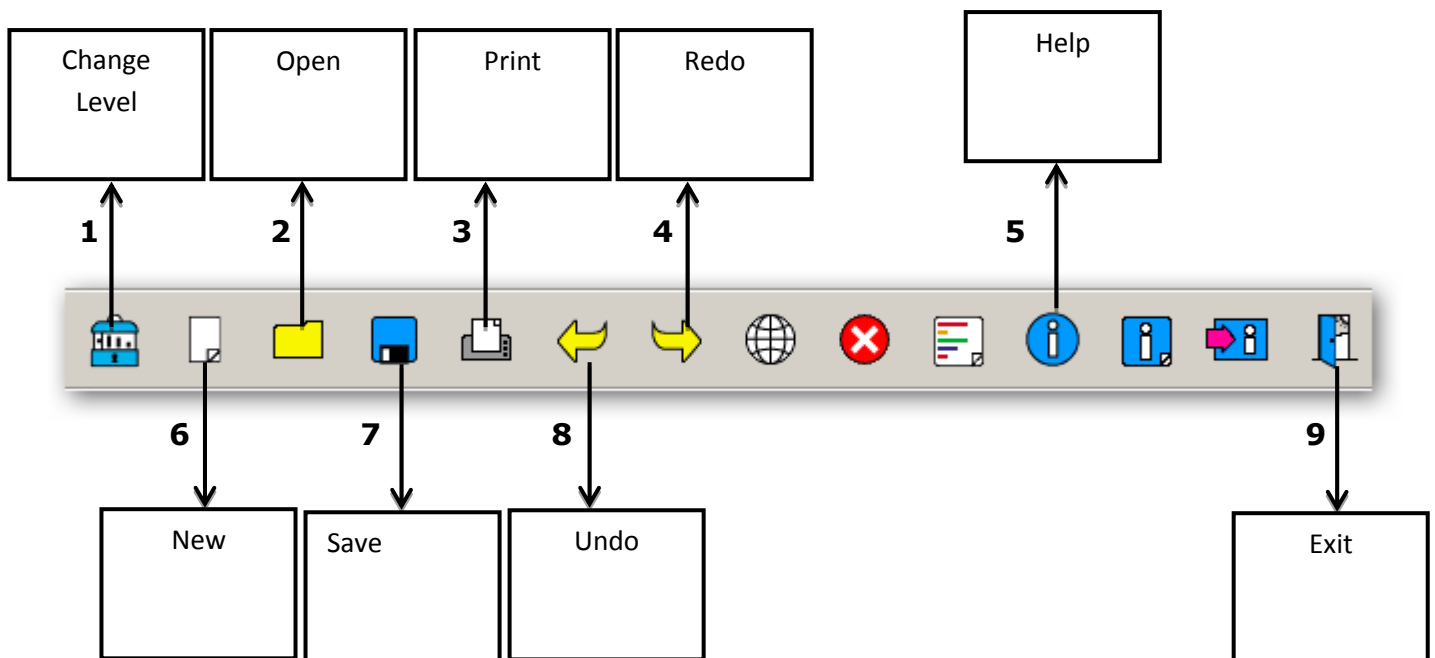
Chapter No. 5 : Modeling Effects on Screen

Name : _____ Class : _____ Date: _____

Q.1 Write down the tasks of each of the following icons from the toolbox:

a		Choose a Background	e		Choose a turtle
b		Clear	f		Choose a pen style
c		Choose a pen colour	g		Send turtle home
d		Toggle Pen up/ Pen Down	h		Choose a pen width

Q.2 Write down the operations of each sub-menu:



Q. 3 What is LOGO? Name the two screens in LOGO and define their functions:

Logo is a programming language. It is an acronym of Logic Oriented Graphic Oriented.

1. **Graphics Window:** It is where you will see the turtle running the commands and draw shapes.

2. **Command Window:** In this window we type the Logo code. Pressing the enter key will run the code.

Q. 4 Define the following terms:

(a) PenUp: When the pen is up the turtle will not draw anything as it moves.

(b) PenDown: When the pen is down the turtle will draw as it moves.

(c) Clear: It clears the graphic window and the Command window and sends the turtle home.

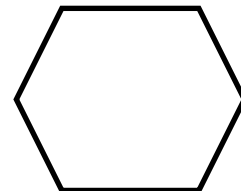
(d) Repeat: It repeats the instructions as many times it is mentioned. For example Repeat 3 [fd 50 rt 120]

(e) Label: It is used to type anything in the Graphic Window.

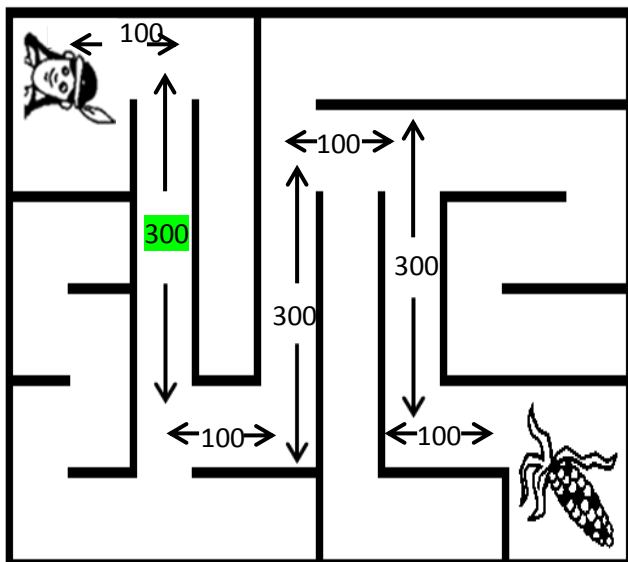
Q. 5 Write down the repeat command to draw a hexagon and calculate the angles (assuming all angles to be equal):

Calculate angle: $360 / 6 = 60$

Repeat Command: Repeat 6 [fd 50 rt 60]



Q.6 Could you help this girl find the corn?



Fd 100	FD 300	FD 100
Rt 90	RT 90	
Fd 300	FD 100	
LT 90	RT 90	
FD 100	FD 300	
LT 90	LT 90	

