

Writing Procedures

This will be a new project, so open up the Turtle to get an untitled project. Go to the file menu and let go on “save project as”. Look at the top of the window that opens up to see where the computer is going to save the project. If it isn’t your folder, click and hold the mouse on the little triangle next to the name of the folder. Go down to MicroWorlds and let go. This should allow you to see all of the student folders. Open up your folder so that your name appears in the folder box by the picture of the folder. Erase the word untitled in the name box and write in your name and Procedures: John’s Procedures or Mary’s Procedures depending on what your name is.

To write a procedure (a Logo program), hold down the Apple key and press **F** to go to the procedures window. Your assignment for today is to write the procedures for drawing polygons with up to 10 sides. Copy the first 3 from this page and then do the rest yourself, following the pattern in the first 3.

```
TO S3  
REPEAT 3[FD 40 RT 360 / 3]  
END
```

```
TO S4  
REPEAT 4[FD 40 RT 360 / 4]  
END
```

```
TO S5  
REPEAT 5[FD 40 RT 360 / 5]  
END
```

When you are done writing the procedures up to S10, hold down the Apple key and press **F** to get to the window with the Turtle on the screen. Now start drawing the shapes you programmed by typing in the name of the procedure in the command center and pressing return. Don’t use the word **TO** in the command center. The word **TO** can only be used on the Procedures window. Just type the name of the procedure and press return and draw all of the shapes on top of each other like this:

```
S3  
S4  
S5  
S6  
S7  
S8  
S9  
S10
```

Then type:

```
FD 40 RT 180
```

and type in the procedure names again, drawing the mirror image. Now use the paint bucket from the paint tools to color in your pattern. Save your file and go to a new page to experiment with drawing other designs from other procedures you make up.