

# USING LOGO

This guide is based on MSW Logo, a free version of LOGO, although the commands used should apply to other versions of LOGO.

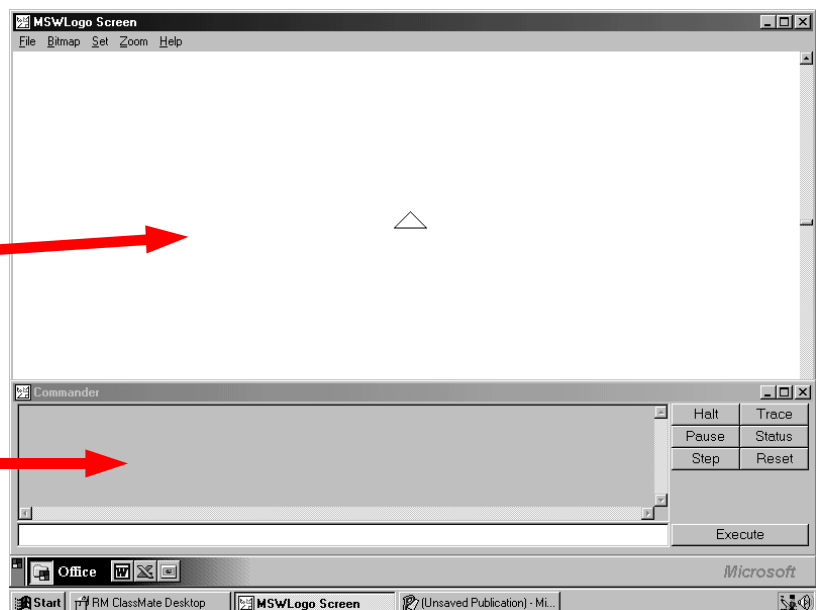
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When you load MSWLogo, the following screen should appear...

The screen is split into two sections:

Turtle Area →

Command Area →



By typing commands into the white box at the bottom of the command area, you can make the triangle (the turtle) move around his area!

Try using some of the commands on the next page...

## Moving around...

Try moving the turtle forwards 100 spaces, by typing:

**fd 100**  
(and then press ENTER)

**The turtle should move forwards 100 spaces and draw a line showing where he has travelled.**

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The turtle can also go backwards. Try it now...

**bk 150**

**The turtle should move backwards 150 spaces and draw another line showing where he has travelled.**

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Try turning the turtle left and right. To turn by ninety degrees, type:

**lt 90** or **rt 90**  
(turns left) (turns right)

**The turtle should point in a different direction.**

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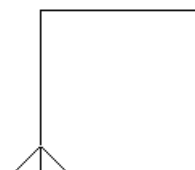
To start again, and clear the screen, type:

**Clearscreen** (or **cs**)

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Can you make a square? Type these commands...

**fd 100 rt 90 fd 100 rt 90**  
**fd 100 rt 90 fd 100 rt 90**



Did you notice that there you had to type lots of the same commands to make that square. You can use the "repeat" command to tell the turtle to do the same thing lots of times:

Clear the screen and try this...

**repeat 4 [fd 100 rt 90]**

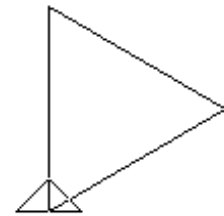
How many times  
should the turtle  
repeat the  
command?

What command  
should the turtle  
repeat?

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**Can you draw an equilateral  
triangle?**

**repeat 3 [fd 100 rt 120]**



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If you want to move around, without drawing a line, you can type:

**penup**

If you want the pen to go back down again, type:

**pendown**

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Try these tasks:

- 1) Draw a square which has sides 200 long
- 2) Draw a triangle which has sides 150 long
- 3) Draw a rectangle which is 100 by 200
- 4) Draw a hexagon (6 sides) which has sides 100 long.

When you have finished, print your work, by clicking on **BITMAP** and then **PRINT**.