Summery of Netlogo Commands Useful for Lab 1 by Maureen Psaila-Dombrowski					
clear-all	Clears the Netlogo world. Removes turtles and sets the color of the surface to black.				
create-turtles #	Creates turtles. The #is where you put in the number of turtles you want to create. 1 for 1 turtle and 100 for 100 turtles. Example create-turtles 10				
set color <i>colorname</i>	Sets the color the pen color of the turtle to the <i>colorname</i> . The <i>colorname</i> can be green, blue, redetc. Example set color red				
setxy ##	Sets the x,y coordinates of the turtle on the Netlogo plane. The center is 0 0 So if you wanted to move the turtle to a position in the upper right part of the Netlogo plane you use the command setxy 10 10				
set heading #	Sets the direction that the turtle is facing in #degrees. 0 is up, 90 is to the right, 180 is down, 270 is to the left and 360 is up again. Example set heading 45				
right #	Turns the turtle #degrees to the right from its current heading. Example right 90				
left #	Turns the turtle # degrees to the left from its current heading. Example left 90				
	Moves the turtle forward # steps. Example forward 5				
pen-down	Puts the turtle's pen down and begins to draw.				
pen-up	Lifts the turtle's pen up and stops drawing.				
ask breed [commands]	Asks the turtle agent to do one or more commands (like right 5 and forward 10). You can use more than one type of agent when you program. In Netlogo, each different agent is called a <i>breed</i> . The commands are listed inside square brackets. A Since we have one breed in our program, turtles, the ask command to make the turtle turn right 90° and move forward 5 steps would look like ask turtles [right 90 forward 5]				
set-default-shape turtles "shapename"	Sets the shape that the turtle appears in the Netlogo world. The default shape is an arrow head. In Netlogo there are many shapes to choose from. Each shape has a <i>shapename</i> . Some examples are turtle, car, happy face, flower, etc. If you wanted you turtle agent to look like a turtle you would use the command set-default-shape turtles "turtle"				

Blue means that you must substitute something for that word!