

## LAB 1: YOUR NAME IN TURTLE GRAPHICS



Use NetLogo Turtle Graphics to draw your first name. You may draw in simple block letters or a stylized letters - so long as your name is readable. You may augment your name with decorations drawn in turtle graphics.

### Grading Rubric [20 points total]:

**[A: 2 points]:** Submit one file to your instructor: the NetLogo source code with the file name: `W1.firstname.lastname.nlogo`.

Of course, *firstname* and *lastname* in the two file names above are YOUR first and last names.

**[B: 2 points]:** The first few lines of your program are comments including your name, the date, your school, and the assignment title (Lab 1: Your Name in Turtle Graphics).

**[C: 2 points]:** Your program must include comments that delineate which lines of code are used to draw each of the letters in your name.

**[D: 2 points]:** Your program includes a description in the Info section.



- [E 6 points]:** Your program includes a "setup" and "go" button. When these buttons are clicked in that order, your program uses turtle graphics to draw your first name. Note: The example at the head of this lab shows a name drawn 8 times. You may draw your name multiple times, but that is not a requirement.
- [F 4 points]:** Your program draws your name (and any decorations) using at least 10 different turtle `forward` commands. Your program may use other turtle commands.
- [G 2 points]:** Your name is creatively drawn and interesting to behold.
- [Extra Credit: 5 Points]:** In addition to the "setup" and "go" buttons, your program includes a third button labeled "Extra Credit". When this button is clicked, your program clears the screen and draws a totally new drawing that is cool, creative and interesting.