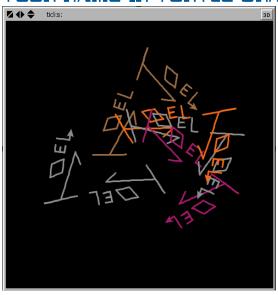




LAB 1: YOUR NAME IN TURTLE GRAPHICS



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.