CS151L Fall 2013 Week 4: Netlogo Command Cheat Sheet	
Command	**Command Description**
reset-ticks	Resets the tick counter to zero. Normally reset-ticks goes at the end of a setup procedure
tick	Advances the tick counter by one. If the tick counter has not been started yet with reset-ticks, an error results. Normally tick goes at the end of a go procedure.
ticks	Reports the current value of the tick counter. The result is always a positive number and never negative. If the tick counter has not been started yet with reset-ticks, an error results.

random #	If *number* is positive, reports a random integer greater than or equal to 0, but strictly less than the number #.
	If *number* is negative, reports a random integer less than or equal to 0, but strictly greater than *number*.
	If *number* is zero, the result is always 0 as well.
	Examples:
	              show random 3
	              ;; prints 0, 1, or 2
	              show random -3
	              ;; prints 0, -1, or -2

distancexy # #	Reports the distance from this agent to the point (*xcor*, *ycor*). The distance from a patch is measured from the center of the patch. Turtles and patches use the wrapped distance (around the edges of the world) if wrapping is allowed by the topology and the wrapped distance is shorter.