EXERCISES CHAPTER 2



EXERCISE 1

Fill the missing words in the following sentences:

- 1. Logo is one of the modern _____ languages.
- 2. The programming environment which will be used in this course is _____
- 3. Logo was developed in early 1970s by _____
- 4. The name of Logo derives from the Greek word _____
- 5. The majority of Logo programs drive a ______ that lives in the screen to execute a set of commands.
- 6. When we click on a turtle, it can execute the ______ that have been written for it.
- **7.** A ______ application is a computer program which uses a variety of information methods to develop a more efficient communication with user.
- If we want our instructions to be executed immediately inside the page, then we should type them directly in the ______ center.
- **9.** Each turtle in a project is characterized by a set of features: name, _____, direction, pen width and shape.
- **10.** ______ tab displays a project tree of all objects that live inside the page of the programming environment.
- **11.** The ______ displays the current project name and page as well as temporary information about our project.
- **12.** The tab area of the MicroWorlds Pro programming environment provides ______ separate tabs.
- **13.** The ______ tab contains all the Public shapes that can be used by any turtle in your project.
- 14. The ______ panel contains step-by-step descriptions for dozens of basic techniques in order to support the inexperienced users and beginners.
- 15. To confirm an instruction for the turtle in the command center we should press the ______ button.

EXERCISE 2

- A) List the basic attributes of a turtle in MicroWorlds Pro programming environment.
- B) Give 5 alternative shapes that can be chosen for a turtle inside a project.

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EXERCISE 3

Name each one of the numbered points in the following image:



EXERCISE 4

Name each one of the numbered points in the following image:



EXERCISE 5

Explain the following icons:

1.		11. 🔎	
2.	2	12. A	
3.		13. 😒	
4.	e	14. 🧖	
5.		15. 🗾	
6.	()	16. 📐	
7.		17. 💿	
8.		18. 📐	
9.	*	19. 🙎	
10.	e	20. 🔗	

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