


EXERCISE 1

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|------------|-------------|----------------|---------------|
| 1. corners | 6. gray | 11. graphics | 16. number |
| 2. shift | 7. setsh | 12. Select All | 17. Paint Can |
| 3. Stamp | 8. attached | 13. editor | 18. Ctrl |
| 4. public | 9. private | 14. spaces | 19. floating |
| 5. dots | 10. public | 15. priority | 20. png |

EXERCISE 2

- A) The turtles with dots listen to our commands, so they can be programmed. The turtles without dots are static background graphics and cannot be programmed.
- B) To create a turtle without dots, we should use the **Stamper** tool.  Alternatively, we should place a shape inside the page, and then we right click on it and select **Stamp** from the menu.

EXERCISE 3

- A) There are 6 turtles in the page (x1, x2, x3, x4, x5, x6).
- B) Turtles x1, x4 have the red color (red, 15).
Turtles x2, x6 have the sky color (sky, 95).
Turtles x3, x5 have the orange color (orange, 25).
- C) It displays the color number of turtle x5, that means 25.
- D) `x2, setc "blue` or `x2, setc 105`
- E) The command `setcolor`

EXERCISE 4

- A) We right click on a shape in the Shapes tab and then we select the Edit command from the menu to open the **shape editor**.
- B) Zoom Scale, horizontal flip, vertical flip, angle of rotation and new name for the shape.
- C) The name of the shape in point (5) is wrong because it includes spaces. To correct this name, we could write it as `myfish` or `my_fish`

EXERCISE 5

Exported elements:

A background color set by the `setbg` command

Background graphics drawn by the turtles or with the Painting tools

Stamped turtles

Stamped text

Not exported elements:

Unstamped Turtles

Unstamped (floating) graphical elements

Buttons, text boxes and other objects

Graphics from the Wallpaper