

EXERCISE 1

Fill the missing words in the following sentences:

1. To change the size of a picture we need to select it and drag one of its _____.
2. If we want to maintain an image proportion during its resizing, we should hold the _____ button of the keyboard.
3. To make a graphic become part of the page, we right click on it and select _____ from the menu.
4. A _____ shape is a shape that can be used by any turtle inside the project.
5. In the Shapes tab, there is a panel of small _____ wherever there are no saved shapes, in order to represent free spots for pasting new shapes.
6. All the public shapes that are available in the turtle's backpack, have a _____ color.
7. When we type the command _____ in the command center, we add a new shape to a turtle.
8. Public shapes are not _____ to turtles and then they are not included in turtles when we export them.
9. A _____ shape is a shape that can be used only by a particular turtle that owns it, that means it has this shape available in its backpack.
10. _____ shapes cannot be moved, deleted or edited inside the turtle's backpack.
11. When we select turtles around a page, some of them have dots at their corners while some others don't have. Those who have no dots around them are background _____.
12. Using the _____ command from the Edit menu, we can select all the existent turtles inside the page at once.
13. When we right click on a shape inside the turtle's backpack and then select the Edit command from the menu, we open the shape _____ in order to modify the shape.
14. When we give a new name to a turtle, this must include just one word with no _____.
15. The private shapes have _____ over the public shapes of the project.
16. When we put the mouse pointer over a shape in the backpack, we can see information concerning its name, _____ and size.
17. We use the _____ tool of the Painting/Clipart palette to fill the area of a shape with a particular color or pattern.
18. When we move a background graphic, we can leave a copy of it behind in its initial position by holding the _____ button of the keyboard.

19. A _____ image that has been imported inside the page can be moved anywhere around the page maintaining its dashed frame.

20. When we export the graphics of a project, the default format of the exported file is _____.

EXERCISE 2

Given the following image try to answer the questions:



A) What are the differences between the turtles of the image?

B) How can we create a turtle without the dots around it?

EXERCISE 3

Given the following set of commands, try to answer the questions:

```
x1, setc 15  
x2, setc 95  
x3, setc 25  
x4, setc "red  
x5, setc "orange  
x6, setc "sky  
x5, show color
```

A) How many turtles exist in the page?

B) Which of the turtles have the same color?

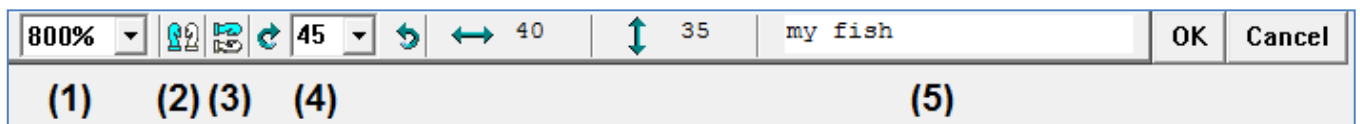
C) What does the last instruction display on the screen?

D) What instruction could change the color of x2 in blue?

E) What other command is similar to setc?

EXERCISE 4

Given the following toolbar (the numbers are for your convenience), try to answer the questions:



A) How can we open the previous toolbar?

B) What do the tools of points 1 up to 5 represent?

C) Is there any error made in the previous toolbar?

EXERCISE 5

During the exportation of graphics of a page with the command `Export Picture`, which of the following elements are included in the picture file that is exported and which not?

1. A background color set by the `setbg` command
2. Unstamped Turtles
3. Buttons, text boxes and other objects
4. Stamped text
5. Background graphics drawn by the turtles or with the Painting tools
6. Stamped turtles
7. Unstamped (floating) graphical elements
8. Graphics from the Wallpaper