# LOGO PROGRAMMING 

## Drawing a Square

To SQUARE<br>FD 100<br>RT 90<br>FD 100<br>RT 90<br>FD 100<br>RT 90<br>FD 100<br>RT 90<br>END

OR
To SQUARE
REPEAT 4[FD RT 90] END

## OR

To SQUARE :length REPEAT 4[FD :length RT 90] END

Which programming do you prefer? Why?

## Drawing Polygons

To POLYGON :length :sides
REPEAT :sides[FD :length RT 360/:sides]
END

## Drawing Circles

To CIRCLE :length :sides
REPEAT :sides[FD :length RT 360.0/:sides] END

Note: This program is the same as that of polygons. Keep sides > 30 to get circles.

## Drawing Angles

To ANGLE :angle
FD 200
BK 200
RT :angle
FD 200
BK 200
LT :angle
END

## Drawing Sycamore Tree

TO SYCAMORE :L
IF : L < 5[stop]
FD :L
RT 30
SYCAMORE :L*0.7
LT 30
SYCAMORE :L*0.6
LT 30
SYCAMORE :L*0.7
RT 30
BK :L
END

