

Chapter-8

INTRODUCTION TO LOGO

Part A: Fill in the Blanks

1. The LOGO window has two basic parts: _____ and _____.
2. The small triangle in the centre of the LOGO screen is called the _____.
3. The _____ is the area where we type commands for the turtle.
4. The _____ button stops the turtle's action temporarily.
5. The command to move the turtle forward is _____.
6. The command to turn the turtle's head to the right is _____.
7. The _____ button erases everything on the screen and brings the turtle back to the centre.
8. The _____ box stores all the commands that are entered in the input box.
9. The _____ button brings up the Editor window.
10. To exit LOGO, you can type _____ in the command input box and press Enter.

Part B: True or False

1. The turtle's head is the wide base at the bottom. (True/False)
2. The Trace button is used for debugging. (True/False)
3. The Status button brings up the status window. (True/False)
4. The Step button is used to execute commands. (True/False)

5. The Home Position of the turtle is at the top-left corner of the screen.
(True/False)
6. The command BK 50 moves the turtle forward by 50 steps. (True/False)
7. The Reset button brings the turtle back to the centre of the screen.
(True/False)
8. The Edall button is used to halt the turtle's actions. (True/False)
9. LOGO stands for Logic Oriented Graphic Oriented. (True/False)
10. The Recall List Box shows the results of the commands entered in the input
box. (True/False)

Multiple Choice Questions

1. What is the shape of the turtle in LOGO?
 - a) Circle
 - b) Square
 - c) Triangle
 - d) Rectangle
2. Which button is used to stop the turtle's action temporarily?
 - a) Halt
 - b) Pause
 - c) Reset
 - d) Execute

3. What does the command FD 50 do?
- a) Moves the turtle backward by 50 steps
 - b) Moves the turtle forward by 50 steps
 - c) Turns the turtle to the right by 50 degrees
 - d) Turns the turtle to the left by 50 degrees
4. Which button is used to bring up the Editor window?
- a) Halt
 - b) Edall
 - c) Trace
 - d) Status
5. What is the purpose of the Step button?
- a) To execute commands
 - b) To turn on single stepping for debugging
 - c) To erase everything on the screen
 - d) To bring up the status window
6. Which command turns the turtle's head to the left by 70 degrees?
- a) RT 70
 - b) LT 70
 - c) FD 70
 - d) BK 70
7. What is the Home Position of the turtle?
- a) Top-left corner

- b) Centre of the screen
 - c) Bottom-right corner
 - d) Outside the screen
- 8.** Which box stores all the commands entered in the input box?
- a) Input Box
 - b) Output Box
 - c) Recall List Box
 - d) Commander Box
- 9.** What does the Reset button do?
- a) Stops the turtle's action
 - b) Erases everything on the screen and brings the turtle back to the centre
 - c) Turns on tracing for debugging
 - d) Brings up the status window
- 10.** What does LOGO stand for?
- a) Logic Oriented Graphic Oriented
 - b) Language Oriented Graphic Output
 - c) Logical Operations Graphic Operations
 - d) Learning Oriented Graphic Oriented