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)

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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

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3. What does the command FD 50 do?

   a) MoPves 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

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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

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