

## 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) 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

- 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