

Q1. Fill in the blanks.

- (1) You can use LOGO to give instructions to your computer to make various patterns. These instructions are called primitives.
- (2) The Turtle obeys the commands typed in the <u>commander</u> and moves around as per the instructions given.
- (3) After giving the <u>PENUP</u> primitive the Turtle moves without drawing any line behind it.
- (4) The <u>PEN PA INT</u> command is used after the PE or the PU command so the Turtle starts drawing again.
- (5) The REPEAT command saves a lot of tome.

Q2.. Match the columns:

Column A

- (1) PENDOWN
- (2) PENERASE
- (3) PENPAINT
- (4) PENUP



Column B

- (a) This command is used after the PE or the PU command.
- (b) This command is used to multiply two numbers.
- (c) This command is used to change the colour of the Turtle pen.
- (d) This command is used to erase the line or graphics.



					TO SEE THE STATE OF		
(5) S	SETPC		(e)	start drawi	nand allows ing a line ag	gain.	
(6) F	PRODUCT		(f)	This comm	nand moves awing any l	s the Tur ine behi	tle nd it.
Ans: (1) <u>e</u>	(2) d		(3)	a		
(4	4) _	(5)		(6)	b ·		
follow	the commands that ving tasks. rint the sum of 90 ar and the product of 90	d 30. Prin	t	require to 190+30			
	nd the difference 65			650/2			
	rint quotient when 90				90/30		
			50.	40000			
4. Answe	er the following in br	ief.					
	plain the use of REP					(
Ar	ns: The Rep	eat con	nm	and i	used	to	ar a san
inst.		compute.	Y .	to rep	eat a		
∞ m r	mand sever	al time	25	- dispense			
		1			anmula	0 2/13 /	
-An:	s: PENUP mo	ives the	+	1121	111.	S.	
Com	ing any line	behind	et_	PENDO	NW		
line	mand allows	the T	urt	le to:	Stan d	rawin	ga

(3) Give the difference between ST and HT commands.
Ans: HT command is used to make the
turtle disappear from the graphic window line
ST command is used to make the turtle
reappear on the screen of the graphic window
(4) Write the code to draw a semi-circle and circle using REPEAT command.
Ans: REPEAT I EFD I RT 1807 -> Semi-Circle
REPEATICEDIRT 360] -> circle