

Principles of CS

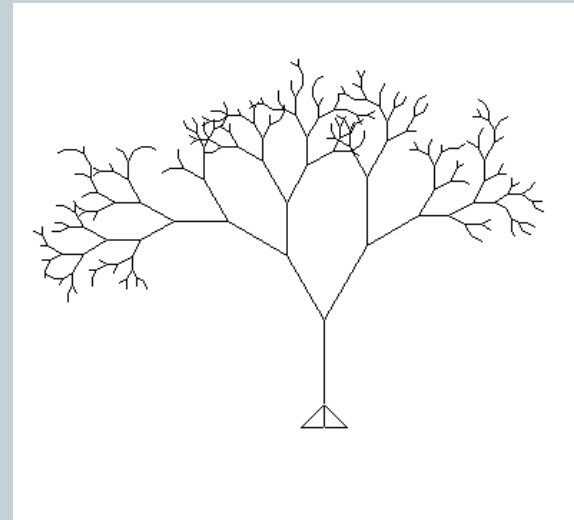


BY MARC LONG

What I Learned in Logo



Here is some advanced Logo code we used to create a tree with branches of a random length.

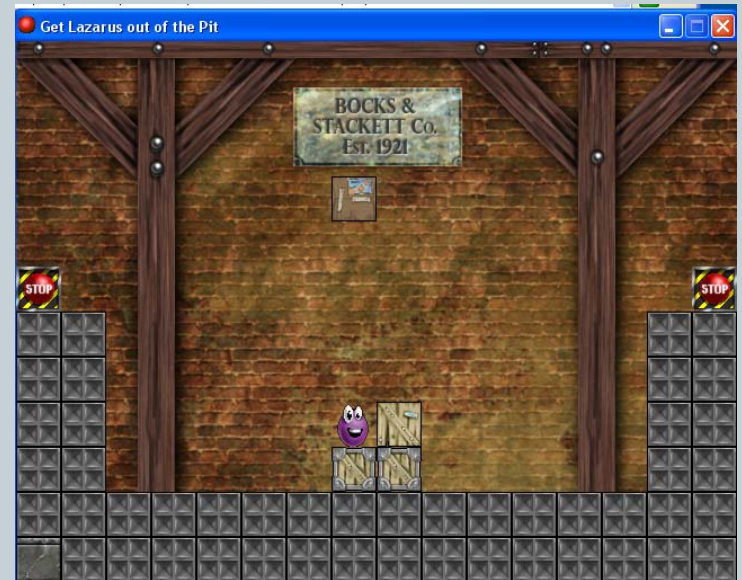
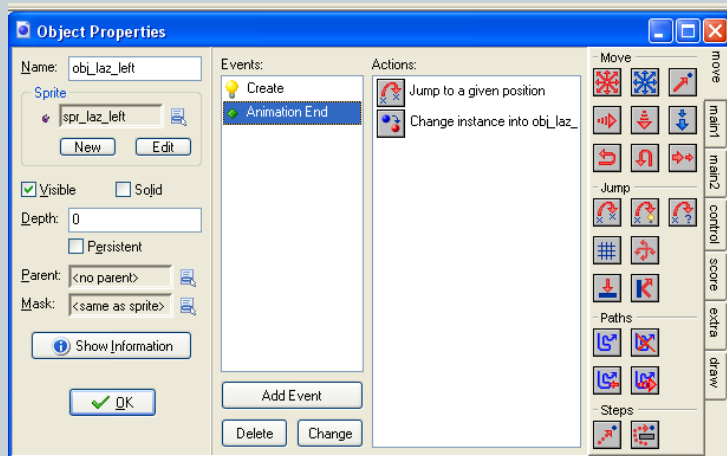


```
to rtree :size
  if :size < 5 [stop]
  fd :size
  lt 30 rtree :size*(((random 5)+5)/10)
  rt 60 rtree :size*(((random 5)+5)/10)
  lt 30 bk :size
end
```

What I learned in GameMaker



- In Game Maker I learned to write code for events.
- Each object has events and actions that can be programmed.



What I Learned using Skype



What I Learned About Sumobots



Thanks for Viewing

