



Coding Standards Guidelines

The following coding standards are required for CS108L. This document explains in-detail the purpose, appropriate formatting, and content of both your NetLogo program's in-line comments and Info tab.

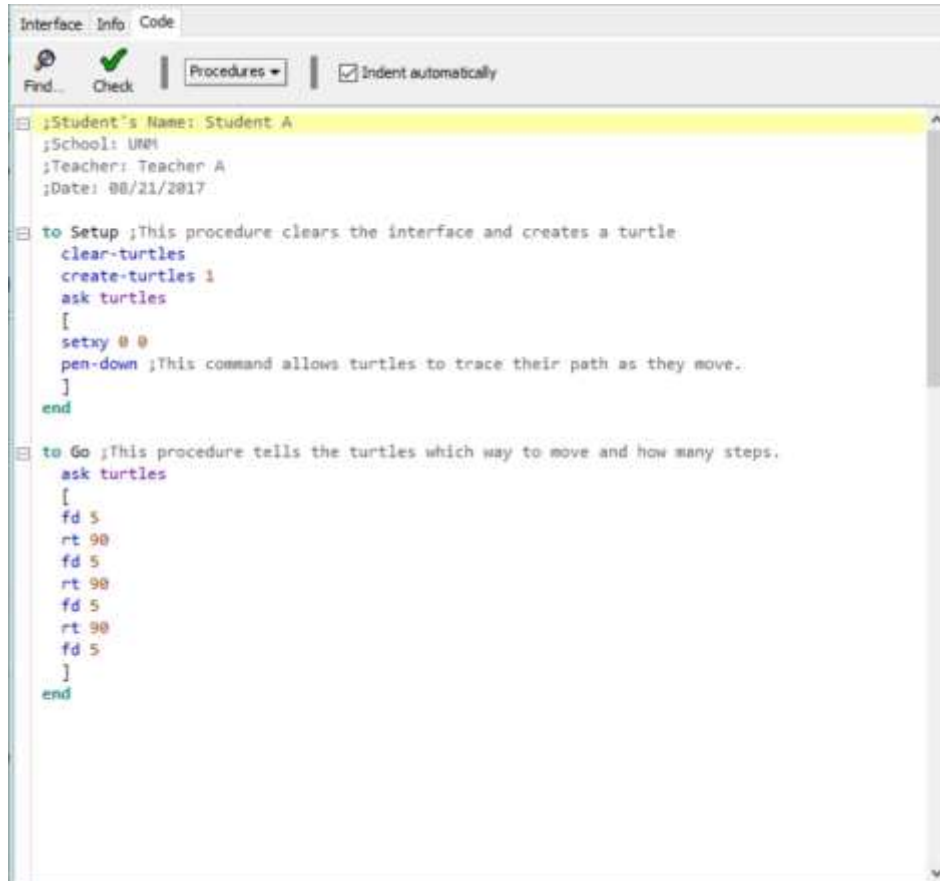
In-Line Comments:

- These comments exist within your code. They briefly describe the purpose of a line or lines of code.
- To indicate a comment in the NetLogo programming language, you must begin the line with a semi-colon (;).
- For example, the first four lines of all your programs should look like this:

```
;Student's Name:  
;School:  
;Teacher's Name:  
;Date:
```
- These four lines are comments and do not interfere with your program's code due to the inclusion of the semi-colon at the start of each line.
- For CS108L, you will be using in-line comments as a means of communicating with other programmers who will be reading your code.
- In other words, include meaningful comments that describe the functionality of the code being addressed so that other programmers can help debug your program or quickly determine the purpose of your lines of code.



- Here's an example:

A screenshot of a code editor window with tabs for 'Interface', 'Info', and 'Code'. The 'Code' tab is active, showing a NetLogo script. The script includes comments and commands for turtle setup and movement. The 'to Setup' procedure clears the interface and creates a turtle, while the 'to Go' procedure moves the turtle in a square path.

```
Interface Info Code
Find... Check Procedures Indent automatically

;Student's Name: Student A
;School: UNM
;Teacher: Teacher A
;Date: 08/21/2017

to Setup ;This procedure clears the interface and creates a turtle
  clear-turtles
  create-turtles 1
  ask turtles
  [
    setxy 0 0
    pen-down ;This command allows turtles to trace their path as they move.
  ]
end

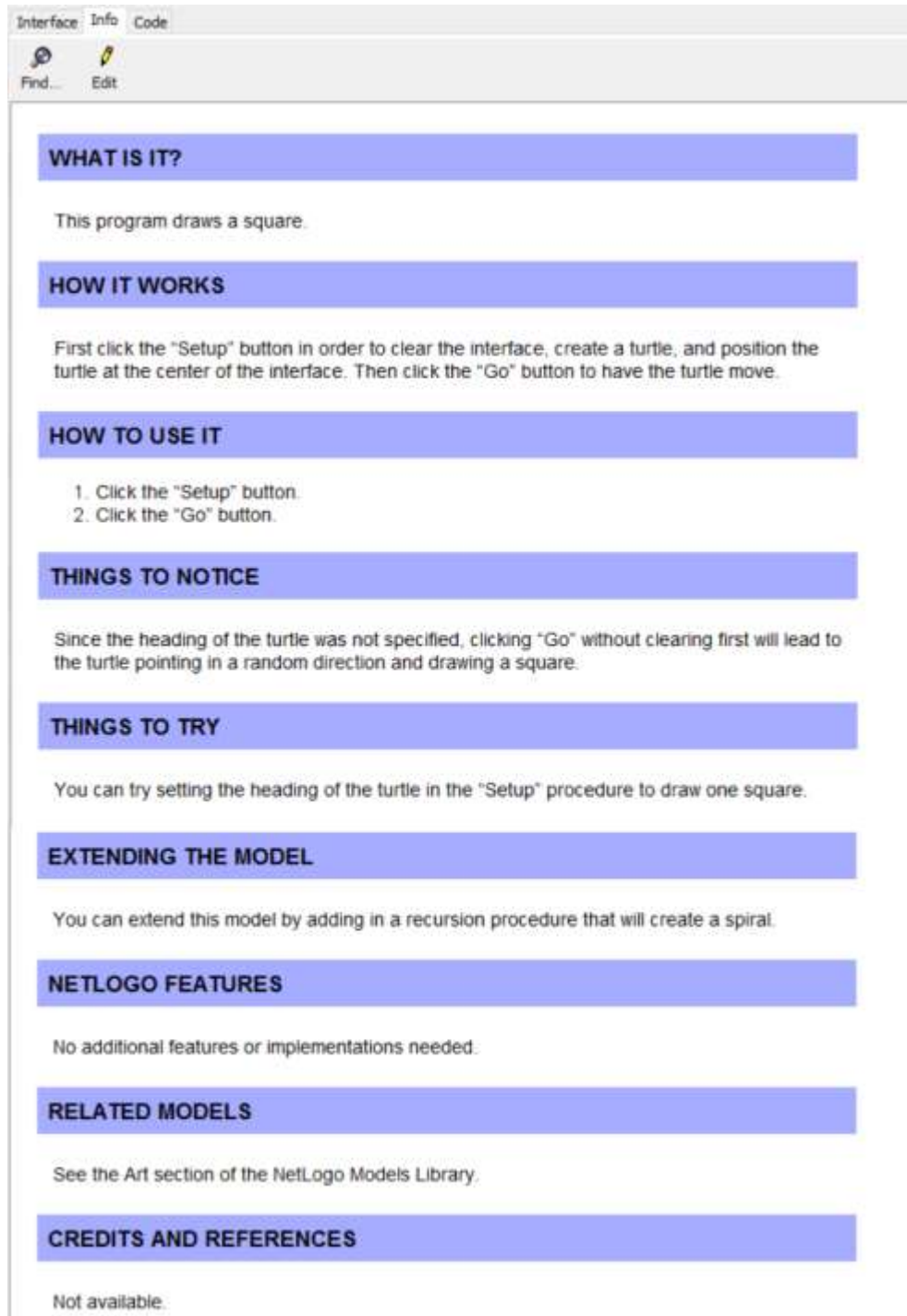
to Go ;This procedure tells the turtles which way to move and how many steps.
  ask turtles
  [
    fd 5
    rt 90
    fd 5
    rt 90
    fd 5
    rt 90
    fd 5
  ]
end
```

Info Tab:

- For this course, you will be completing an Info tab for each of your programs.
- Info tabs act as a user manual for your program. This is where you can give specific instructions on how to operate your program.
- You can also use this section to document the version of your program and if there are any bugs that may occur when executing your program.
- The Info tab of your program must be as complex as your program. In other words, a program that creates a specific shape may not have an Info tab that is as detailed as a program that simulates an ecosystem.



- Here is an example Info tab of the above program:



Interface Info Code

Find... Edit

WHAT IS IT?

This program draws a square.

HOW IT WORKS

First click the "Setup" button in order to clear the interface, create a turtle, and position the turtle at the center of the interface. Then click the "Go" button to have the turtle move.

HOW TO USE IT

1. Click the "Setup" button.
2. Click the "Go" button.

THINGS TO NOTICE

Since the heading of the turtle was not specified, clicking "Go" without clearing first will lead to the turtle pointing in a random direction and drawing a square.

THINGS TO TRY

You can try setting the heading of the turtle in the "Setup" procedure to draw one square.

EXTENDING THE MODEL

You can extend this model by adding in a recursion procedure that will create a spiral.

NETLOGO FEATURES

No additional features or implementations needed.

RELATED MODELS

See the Art section of the NetLogo Models Library.

CREDITS AND REFERENCES

Not available.