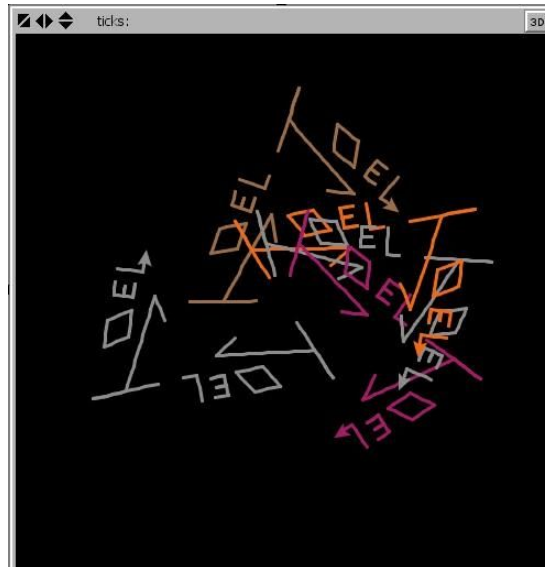# CS108L Computer Science for All
Module 1 Intro
Hello World: Your Name in Turtle Graphics

- Draw your first or last name using NetLogo.
- Make separate procedures for each letter in your name (this will allow you to draw the same letter multiple times without repeating code). Use at least 3 distinct letters; you may use a nickname instead of your full name.
- "Setup" button clears the interface and creates the turtle at a specific coordinate.
- "Go" button calls on each procedure that asks a certain turtle to draw the letters of your name.
- Add some kind of decorative or stylized element like a shape, outline, color effect, etc. that turns your name into a "logo" for you as a person.
- Additionally, include the following 3 features in your logo:
    - Change the color of the turtle's line as it moves.
    - Use the "sprout" command to spawn multiple turtles so that part of the visual appeal of your logo is in the dynamics of multiple turtles drawing your logo.
    - Use the repeat command to generate letters, lines, curves and/or shapes of your logo.

Module 1: Hello World Grading Rubric (40 Points Total)		
Done	Points	Task
	2	**A:** ● Submit one file to your instructor: the Netlogo source code with the file name: M1.*firstname*.*lastname*.nlogo. ● The first few lines of your program are comments including your name, the date, your school, and the assignment title.
	3	**B:** ● Include appropriate in-line comments and complete the Info tab.
	10	**C:** ● **(Progress check-in)** Complete the procedures to draw your name by the end of Week 1.
	3	**D:** ● Your program is logically ordered and formatted and indented so that it is easy to read the code and understand its function.
	6	**E:** ● Your program includes "setup" and "go" buttons that will clear the interface, create turtles at their appropriate coordinates, and initiate the procedures to draw the letters of your name.
	6	**F:** ● Your program draws your name as a logo with some stylized elements and/or decorations, and uses at least 10 different turtle **forward** commands. Your program may use other turtle commands.
	8	**G:** ● Implement at least the listed additional features (color change, sprout and repeat command).
	2	**H:** ● Used multiple colors (if you are always using color changes as you draw, that is fine otherwise use have more than one color) and shapes.
	1	**I:** ● (Extra Credit) In addition to the "setup" and "go" buttons, your program includes a third button labeled "Extra Credit 1". When this button is clicked, your program clears the screen and draws 4 different geometric shapes.

	1	J:
		● (Extra Credit) In addition to the "setup" and "go" buttons, your program includes a third button labeled "Extra Credit 2". When this button is clicked, your program clears the screen and draws a house shape with at least 1 window and 1 door.