

- Create your 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).
- "Setup" button clears the interface and creates turtle in a specific coordinate.
- "Go" button calls on each procedure that tells a certain turtle to draw the letters of your name.

| Module 2: Hello World Grading Rubric (20 Points Total) |  |  |  |
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| Done | Points | Task |  |
|  | 2 | A: |  |
|  | Submit a NetLogo source code with the file name: <br> M1.firstname.lastname.nlogo. <br> The first few lines of your Code tab are comments including the <br> following: <br> ; Student's Name: <br> ;School: <br> ;Teacher's Name: <br> ;Date: |  |  |


|  | 3 | B: <br> - Include appropriate in-line comments and Info tab. See Coding Standards Guidelines for more information. |
| :---: | :---: | :---: |
|  | 3 | C: <br> - Your program is logically ordered and formatted and indented so that it is easy to read the code and understand its function. |
|  | 6 | D: <br> - Your program includes a "setup" and "go" button that will clear the interface, creates turtles in their appropriate coordinates, and initiates the procedures to draw the letters of your name. |
|  | 6 | E: <br> - Your program draws your name or initials (and any decorations) using at least 10 different turtle forward commands. Your program may use other turtle commands. |
|  | 1 | F: <br> - (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 | G: <br> - (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 with at least 1 window and 1 door. |

