How to program geometrical art in programming language LOGO?

BASIC

FD – forward

BK – backward

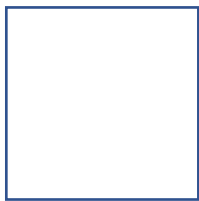RT – right

LT – left

CS – clear screen

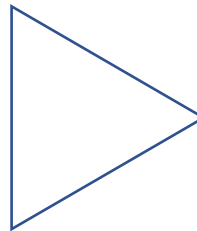With each command must be number written, e.g. RT 90.

Example 1:	Example 2:	Example 3:
FD 50 RT 90	FD 50 RT 120	FD 50 RT 60
FD 50 RT 90	FD 50 RT 120	FD 50 RT 60
FD 50 RT 90	FD 50 RT 120	FD 50 RT 60
FD 50 RT 90		FD 50 RT 60
		FD 50 RT 60
Turn left or right in regular shapes: 360/number of corners		FD 50 RT 60
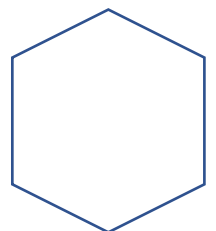
Easier programming regular shapes with loop REPEAT:

Example 4: REPEAT 4[FD 50 RT 90]

– write it in Edall: TO SHAPE :N :D

 CS

 REPEAT :N[FD :D RT 360/:N]

 END

- after File - Save and Exit run program with numbers :N (how many corner shape has) and :D (how long side of shape is) e.g. Shape 5 75

- try few times with different numbers

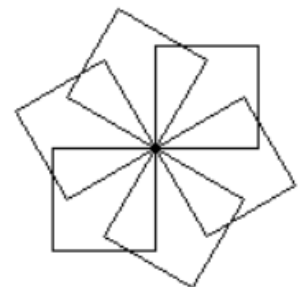**EASY GEOMETRICAL ART**

Task 1: Make a program according to rules:

- name of the program is ART1

 - the basic shape is a square with side long 50

- there are a total of 6 squares properly arranged in a circle

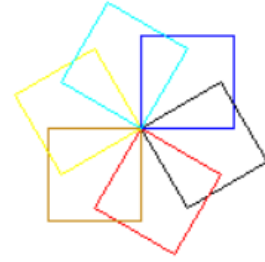- the squares touch at one common point, the starting point of the drawing

Solution:

TO ART1

CS

REPEAT 6[REPEAT 4[FD 50 RT 90] RT 360/6]

END

Task 2: Add some colour

- use command SETPC RANDOM number

- add this command in your ART1 program

TO ART1

CS

REPEAT 6[SETPC RANDOM 10 REPEAT 4[FD 50 RT 90] RT 360/6]

END

Task 3: BE CREATIVE 😊

- implement what have you learned and make beautiful creative geometrical art
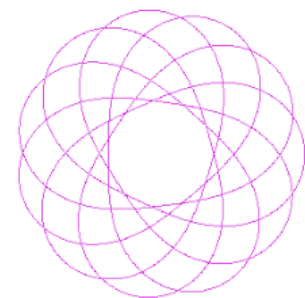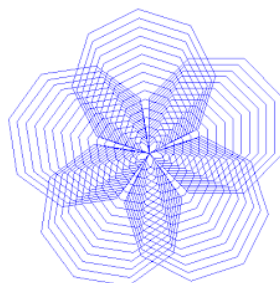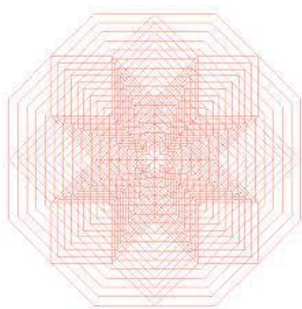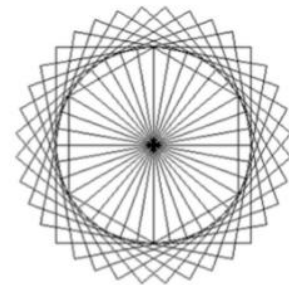
Suggestions:

- use Example 4

- use random colour

- use different number of shapes

- try to move shape before rotating it

- if you wish to add some circles, command is CIRCLE number

- upload best drawing you can into a Padlet

Try some examples from: http://www.mathcats.com/gallery/15wordcontest.html