

Introduction To Computer Programming

Mr. Clausen

LOGO Program L1

Program L1 Comments And Output (15 points)

Here is the overview of this program. Write a program to identify whom the program listing and program output belongs to. You will use comments and PRINT statements to accomplish this task as described below.

- 1) If you have been working on any procedures prior to beginning this program, save them. To make sure that we are starting with a clean workspace, type ER ALL. This erases everything from the workspace.
- 2) Type CT to clear all of the text from the “Listener Window” to make it easier to create your program.
- 3) Create a procedure called MAIN, by typing TO MAIN. Inside this procedure, “call” two procedures that you haven’t written yet, COMMENTS and DISPLAY_MY_OUTPUT. Then define your procedure.
- 4) Create a procedure called COMMENTS, by typing TO COMMENTS. Inside this procedure, type all comments in LOGO. Remember that comments begin with a ; (semicolon). Your comments should look like the following, including the astericks and blank lines, but replace the generic name and ID number place holders with your name and ID number. Also replace the question marks with the appropriate class period and dates.

```
*****  
;  
;* Your Name Here Your I.D. Number Here  
;  
;* Program L1 Comments and Output  
;  
;* Introduction To Computer Programming Period ?  
;  
;* Starting Date: 9/?/??? Due Date: 9/?/???  
;  
;* This program will identify the author of the program  
;* through the use of comments. It will also identify  
;* the author through the use of PRINT statements in the output.  
*****  
;
```

- 5) Create a procedure called DISPLAY_MY_OUTPUT, by typing TO DISPLAY_MY_OUTPUT. The first line of code should be CT to clear the text in the “Listener Window”. All of the other commands inside this procedure should be PRINT commands in LOGO. I would like the output of these print statements to look like the following, including the astericks, but replace the

generic name and ID number place holders with your name and ID number. Also replace the question marks with the appropriate class period and dates.

```
* * * * *  
* YOUR NAME HERE YOUR I.D. NUMBER HERE  
* PROGRAM 1A COMMENTS AND OUTPUT  
* INTRODUCTION TO COMPUTER PROGRAMMING PERIOD ?  
* * * * *
```

6) Save this program in your “S:” directory using the filename: LastNameFirstNameL1.lgo.

Use this program as a “template” for all future LOGO programs (Be sure to update the comments and PRINT statements to indicate the correct program name and number). **Include this style of comments and output for every LOGO program throughout the class.**

When you are finished with your program, have tested it thoroughly to make sure that everything is correct, and are sure that you don’t need to make any changes, then save your program in the “W” network mapping, the LOGO Folder, and the Program L1 folder. This means that your program is ready to be graded.