

| Name: | Roll No: |
|-----------------|----------|
| Class: Section: | Date: |

I ACA CAMMANDE

| <u>V</u> | | | LOGOCO | MMAMUS | | | |
|----------|---|--|----------------------|-----------------------------------|-------------|--|--|
| | | | | Chapter | r- 7 | | |
| | | | | | | | |
| A. | Tic | Tick (\checkmark) the correct option. | | | | | |
| | 1. | 1. Which command is used to turn the turtle's face toward right? | | | | | |
| | | a. RT | b. HT | c. LT | | | |
| | 2. | 2. The primitive clears the entire drawing from the screen and brings back to the starting position. | | | | | |
| | | a. CT | b. CS | c. HT | | | |
| | 3. Which command is used to make the turtle reappear on the screen? | | | | | | |
| | | a. HT | b. ST | c. CS | | | |
| В. | Fill in the blanks using the words given below. | | | | | | |
| | Hints: RT, LT, HT command, Primitives, CT, FD 50 | | | | | | |
| | 1. The commands given in LOGO are called | | | | | | |
| | 2. | an | ıd ar | e the turning commands. | | | |
| | 3 hides the turtle from the screen. | | | | | | |
| | 4. | steps. | mmand will move th | ne turtle in forward direction by | <i>i</i> 50 | | |
| | 5. | The | command clears Re | ecall List Box area. | | | |
| C. | Ans | swer the following | questions. | | | | |
| | 1. | Which command is | typed to move the tu | urtle 40 steps backwards in LOGO | 0? | | |
| | 2. | What is the use of t | he HOME command? | | ••••• | | |
| | | ••••• | •••••• | | ••••• | | |