Turtle Fun:
LOGO for the Spectrum 48K

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Turtle Fun

LOGO for the Spectrum 48K

Serafim Gascoigne

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MACMILLAN

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Preface

The world of microcomputers is forever changing. There is always something new to learn and find out. How can you keep up? Will you be able to program the computers of the future? And what about 'intelligent' machines and robots, especially the LOGO turtle?

This book will help you to keep up with events by introducing you to a very powerful control language of the future, called LOGO. LOGO has in fact been developed by computer scientists working in a new science called Artificial Intelligence. LOGO has been written for young programmers. It comes from another language called LISP, which is one of the main languages used to control 'intelligent' computers and robots. Using such commands as STARTROBOT or REPEAT [FORWARD 50 LEFT 120] for example, you can either drive a small mechanical device called the floor turtle or control the screen turtle, a movable cursor on your TV screen. You can also teach the turtle your own commands, called 'procedures', which can include graphics, text and sound.

Learning LOGO will not only teach you another computer language but it will also help you to organise your thinking and ideas in a clear and structured way. Apart from the scientific value of learning LOGO, it is fun! The world of the LOGO turtle is an exciting and intriguing world that ranges from simple screen doodling to the study of turtle geometry - a new geometry, totally different from school geometry but surprisingly familiar!

LOGO allows you to invent your own language, to be creative and above all, to make your programming a personal venture.

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