

# OUTLINE OF PRESENTATION

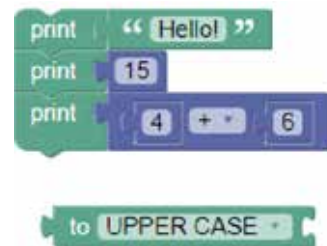
## Step 1: Turtle

1. Move the turtle forward
  2. Turn the turtle 90 degrees
  3. Move the turtle again
  4. Use moves and turns to draw a box
- What else can Turtle do?  
Write  
    "Hello, World!"  
Speed  
    Put in different numbers for speed!



## Step 2: Text and Numbers

1. Print text
2. Print a number
3. Print two numbers added together
  - a. Additional operations: Subtraction, multiplication, division
  - b. What happens if you divide by zero?
4. What does the to UPPER CASE do?
  - a. A: Shift every letter to its uppercase for



## Step 3: Variables

1. Create a variable  
Why would a variable's name be important?  
    A: It's like labeling a box. You want to know what's in the box without having to dig through it.  
A variable can be text or a number!
2. Assign text or a number to a variable  
What happens when you try to add text and a number together?  
    A: Don't do this. Your code will not work.

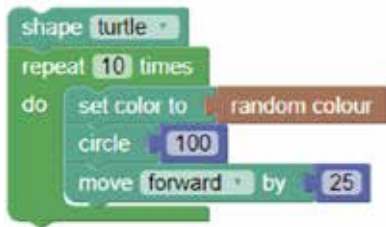


## Step 4: Loops

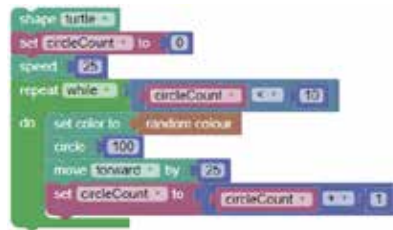
1. Draw a circle
2. Draw 3 circles, moving slightly between each one and change the color each time
3. Loops are an easier way to repeat things
4. Draw 10 circles
5. Two forms of loops: Basic loops and while loops  
Basic loop is easier to set up, has a set limit for repetitions  
A while loop continues for as long as condition is fulfilled  
(In the while loop example, it continues as long as circleCount is less than 10)

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## Basic Loop

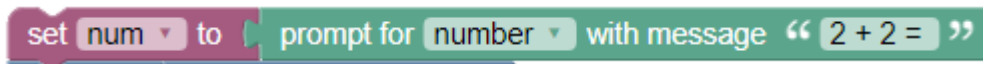
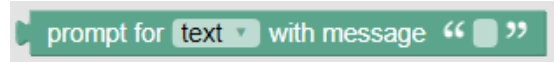


## While Loop

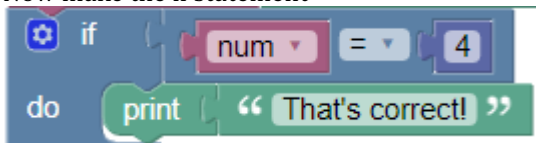


## Step 5: If Statements

1. Use the  found in the Logic tab
2. Bring in the prompt command under the Text tab  
This lets you make programs that other people can play!
3. Make variable named num. Set it to the value entered by the player.



4. Now make the if statement



## Step 6: Bring it all together!

1. Goal: Check the first letter of a word, return "zebra" if the letter is not "a", or "aardvark" if the letter is "a"
2. Make a variable named "Box".
3. Have Box prompt for text with message "Enter a word!"
4. Use to UPPER CASE on that text
5. Using an if statement, check if the text starts with "A"
6. If the text starts with "A", set Box to "Aardvark"
7. If the text starts with another letter, set Box to "Zebra"
8. Finally, print Box.

### SOLUTION

