

Math on a Sphere

Topic 4: Editor Window and Commenting Code

In our previous explorations, we gave instructions to the turtle by using the Command Line Window (see Figure 1).



Figure 1. In previous Topic pages we used the Command Line Window to give instructions to the turtle.

The Command Line Window works great for simple commands, but for longer lists of commands, or complex commands, you need to use the Editor Window (see Figures 2 and 3).

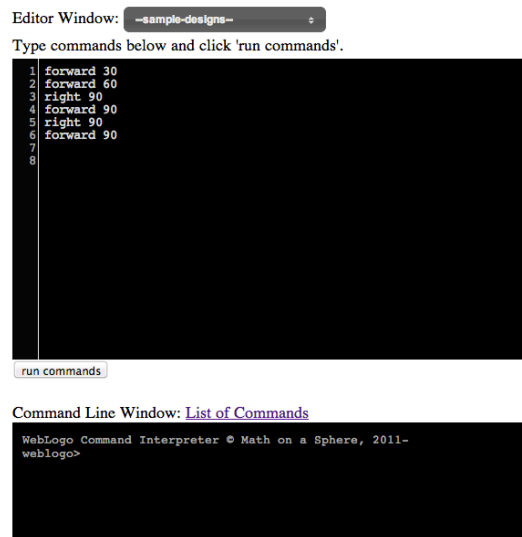


Figure 2. We can also use the Editor Window to give instructions to the turtle.

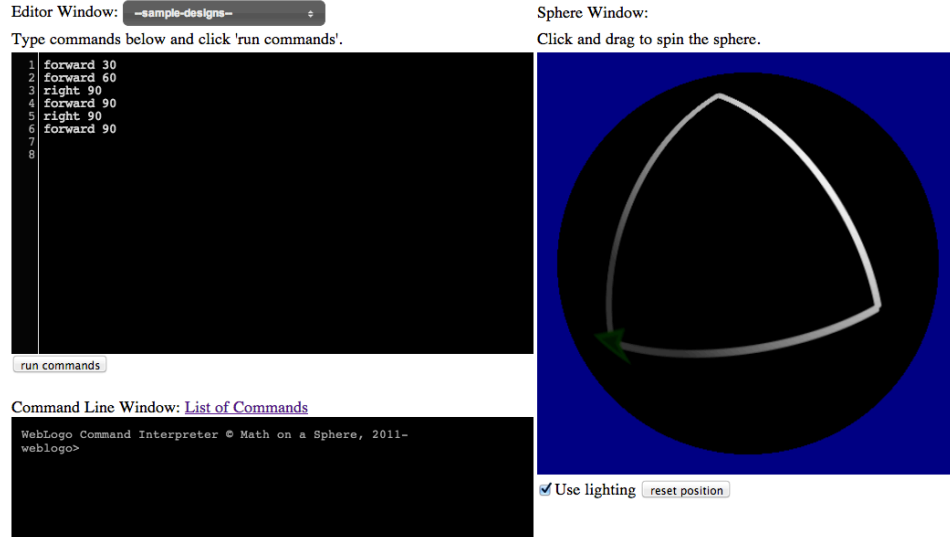


Figure 3. We can also use the Editor Window to give instructions to the turtle.

After we enter the code in the Editor Window, we need to click the button labeled “run commands” to send all of the instructions to the turtle. This button is located beneath the Editor Window.

If we want to enter lines of code (instructions) in the Editor Window that we don’t want the turtle to follow, we can *comment out* these lines of code. Different programming languages use different symbols to indicate that commenting. Logo writer uses the double slashes `//` to indicate commented code.

As an example, let’s comment out the last two lines of code that we used to generate Figure 3. Our code now looks like this:

```
forward 30
forward 60
right 90
forward 90
//right 90
//forward 90
```

When we implement these instructions we end up with the result shown in Figure 4.

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Figure 4. You can use `//` to *comment out* lines of code. Instructions that follow `//` are ignored by the turtle.

Since the turtle ignores anything after `//`, we can use commenting to make important notes to ourselves or other people who may need to use the code in the future. Commenting code in this way is an important task, since it's easy to forget what you were trying to do, or why you did things in a particular way. Figure 5 shows an example of commented code.

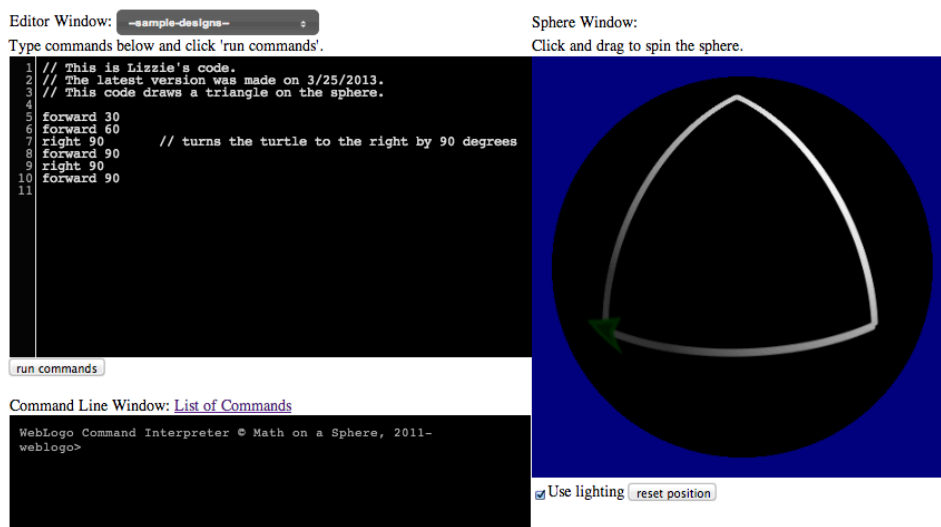


Figure 5. Commenting code is an important task. In Math on a Sphere we use double slashes `//` to comment our code.