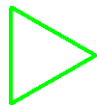


How to draw a house in MSWLogo using Procedures

```
to square  
repeat 4 [fd 100 rt 90]  
end
```



```
to triangle  
repeat 3 [fd 100 rt 120]  
end
```

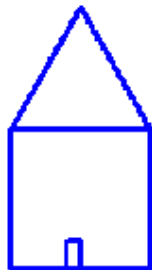


```
to rectangle  
repeat 2 [ fd 20 rt 90 fd 10 rt 90]  
end
```



First I worked out how to get the basic shapes I needed to draw a house.
E.g. A square and a triangle

```
to house1  
rt 30  
triangle  
rt 60  
square  
rt 90  
fd 100  
lt 90  
fd 40  
lt 90  
rectangle  
end
```



Then I drew my first square and moved around to the appropriate place, then typed my in my triangle and rectangle commands.

```
to street  
pu lt 90 fd 400 rt 90 pd  
repeat 6 [house1  
pu  
rt 90  
fd 99  
lt 90  
fd 100  
pd]  
end
```

Finally I started to experiment with the penup and pendown commands, to draw a street of houses.

