

Logo Programming Language Cheatsheet

A concise cheat sheet for the Logo programming language, covering basic commands, syntax, and concepts. Perfect for beginners learning turtle graphics and fundamental programming principles.



Basic Commands

Movement

FORWARD fd Moves the turtle forward by fd units. or FD fd BACK bk or Moves the turtle backward by bk units. BK bk RIGHT rt or Rotates the turtle clockwise by rt degrees. RT rt LEFT 1t or Rotates the turtle counter-clockwise by 1t degrees. LT 1t PENUP or Lifts the pen, so the turtle moves PU without drawing. PENDOWN or Lowers the pen, so the turtle draws as it PD Returns the turtle to the center of the HOME screen, pointing upwards. CLEARSCREEN Clears the drawing area. or CS

Pen Control

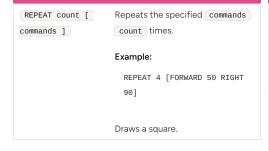
SETPENCOLOR color or SETPC color	Sets the pen color. color can be a number or a color name (e.g., RED , BLUE).
SETPENSIZE size	Sets the pen size to size . Example: SETPENSIZE [5 5]
FILL	Fills a closed shape with the current pen color.

Turtle Visibility

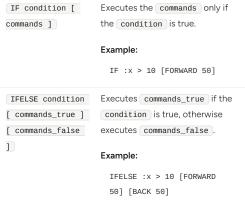
SHOWTURTLE or ST	Makes the turtle visible.
HIDETURTLE or HT	Hides the turtle.

Control Structures

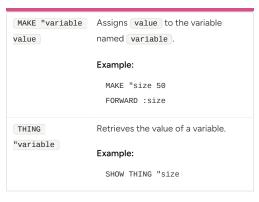
Repetition



Conditionals



Variable Assignment



Procedures

Defining Procedures

Use TO procedure_name to start a procedure definition and END to finish it.

TO square :size

REPEAT 4 [FORWARD :size RIGHT 90]

END

Calling Procedures

Call a procedure by simply typing its name followed by any required arguments.

square 50

Example Procedure with Parameters

TO polygon :sides :size

REPEAT :sides [FORWARD :size RIGHT
360/:sides]

END

polygon 6 30 ; Draws a hexagon with sides of
length 30

Math and Logic

Arithmetic Operators

+	Addition
-	Subtraction
*	Multiplication
***	Division
%	Modulo (remainder)

Comparison Operators

		•
>	Greater than	
<	Less than	
=	Equal to	

Random Numbers

RANDOM	Generates a random integer between 0 and limit - 1.
Example:	
	FORWARD RANDOM 100

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