

Dessiner à la manière de la souris Logo (correction)

Etape 1. Tracer une figure libre à l'aide des touches du clavier

The code is organized into several event-driven blocks:

- when green flag clicked:** Clear everything, set 'dessin' to 0, go to x:0 y:0, and orient to 0.
- when space key is clicked:** If 'dessin' is 0, set it to 1, set pen position, and draw. Otherwise, set 'dessin' to 0 and lift the pen.
- when up arrow is clicked:** Move forward 10 units.
- when right arrow is clicked:** Turn right 5 degrees.
- when left arrow is clicked:** Turn left 5 degrees.

Etape 2. Programmer des tracés de figures géométriques

1) Tracé d'un carré

The code sequence is:

- when green flag clicked: clear, go to x:0 y:0, orient to 90, set pen position.
- repeat 4 times:
 - repeat 10 times: move forward 10.
 - turn right 90 degrees.

2) Tracé d'un triangle équilatéral

The code sequence is:

- when green flag clicked: clear, go to x:0 y:0, orient to 90, set pen position.
- repeat 10 times: move forward 10.
- turn right 120 degrees.
- repeat 10 times: move forward 10.
- turn right 120 degrees.
- repeat 10 times: move forward 10.
- lift the pen.

3) Tracé d'un parallélogramme

The code sequence is:

- when green flag clicked: clear, go to x:0 y:0, orient to 90, set pen position.
- repeat 2 times:
 - repeat 10 times: move forward 10.
 - turn right 40 degrees.
 - repeat 7 times: move forward 10.
 - turn right 140 degrees.