NetLogo

How to code in 10 minutes
NetLogo has a world that the programmer manipulates. It is divided into squares. It is a Cartesian coordinate system going from +16 to -16. Each square is called a patch.
Just ask patches to do something.

end

ask patches [set pcolor blue]

to setup

end
We can specify what patches we want to ask with "with" to setup:

```
ask patches [set pcolor blue]
ask patches with [pxcor > 2]
[set pcolor magenta]
end
```
Turtles are objects that can carry out tasks in this world. The programmer can change things like their size, shape, color, and location by asking them.
You can create a turtle and set its location to setup. Then ask patches [set pcolor blue]. Next, ask patches with [pxcor > 2] [set pcolor magenta]. Finally, create-turtles 2 [setxy random-xcor random-ycor] [set size 3].
You can create a turtle and set its location to setup

```
ask patches [set pcolor blue]
ask patches with [pxcor > 2]
[set pcolor magenta]
create-turtles 2 [
  setxy random-xcor random-ycor
  set size 3
]
```
You can also set shape and color to setup clear-all ask patches [set pcolor blue] ask patches with [pxcor > 2] [set pcolor magenta] create-turtles 2 [set size 3 setxy random-xcor random-ycor set shape "circle" set color yellow] end
A go function can be set to keep running.

“A go function can have a task that you want to be repeated. In programming theory this is called recursion.”
Add a button to the interface and have it keep running as long as the button is pressed.

Make sure to click to forever toggle to have it keep running as long as pressed.

It run “go”
Ask turtles to do something in go function

end

go

end

wait 0.1

ask turtles

forward 1

end

function

Ask turtles to do something in go