Homework 3

Due 25 February, 1985

For this programming assignment you will write two LOGO programs One program will use LOGO's graphics capabilities and the other will use LOGO's (and indirectly, LISP's) list processing operators. Because the two parts are of different difficulty, you may want to work on a team on one part, but not on the other.

Part I.

Your first program will implement a display frequently seen on video games. Your program will prompt for a name as input and will then draw a tombstone with that name inscribed in it. (Try to be a little artistic. Use SETCURSOR to print at the right position.) If this assignment hasn't got enough class to suit your tastes, you may also have your program play taps (use TONE).

Part II.

Now write a program that reads a series of lines. Each line will contain special fill-in-the-blank words enclosed in brackets. For example, a possible input line would be:

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AS [PERSON] ATE THE [VEGETABLE] A RATHER LARGE [ANIMAL]
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Assume the series of lines in ended by an empty line.

Your program should then step (CDR) through the list, and ask the user for each fill-in-the-blank word. For example, for the above line, the program should ask for a PERSON, a VEGETABLE, and an ANIMAL. Then print out the completed story.