

1. Create a NetLogo model. In your model create 20 turtles. Have the "odd" turtles take 5 steps forward. Have the "even" turtles take 10 steps forward. Change the ODD turtles to a different shape such as an ant or airplane or bug or whatever you like. Change the EVEN turtles to a different shape. Save your NetLogo model and send to jacobson@cs.uni.edu as an attachment. *You may add additional features to this, if you wish. For example, you might want the turtles to do a dance or change colors or spiral a circle of squares after the turtles get out to their destination.*

remainder

remainder *number1 number2*

Reports the remainder when *number1* is divided by *number2*. This is equivalent to the following NetLogo code:

```
number1 - (int (number1 / number2)) * number2
```

```
show remainder 62 5
=> 2
show remainder -8 3
=> -2
```



ifelse

ifelse *reporter [commands1] [commands2]*

Reporter must report a boolean (true or false) value.

If *reporter* reports true, runs *commands1*.

If *reporter* reports false, runs *commands2*.

The reporter may report a different value for different agents, so some agents may run *commands1* while others run *commands2*.

```
ask patches
  [ ifelse pxcor > 0
    [ set pcolor blue ]
    [ set pcolor red ] ]
;; the left half of the world turns red and
;; the right half turns blue
```

See also [if](#), [ifelse-value](#).

```
ifelse remainder who 2 = 0
  [ set color green repeat 360 [ lt 4 wait 0.01 ] ]
  [ set color yellow repeat 360 [ rt 4 wait 0.01 ] ]
```

2. In the NetLogo models library, open File->Models Library; Sample Models -> Chemistry & Physics -> GasLab -> GasLab Maxwells Demon.
 - Click on the Information tab and read the sections on "What is it?" and "How it works." Answer these questions.
 - Who is "Maxwell's Demon," and what does the demon do?

- How does the model detect when two balls "hit" each other?
 - Click on the Interface tab. Change the number of particles to 500, click "setup," and then click on "go."
 - In the middle interface, balls with numbers appear. What do these represent?
 - What does the color of the balls represent?
 - The balls are not always the same color as when the simulation started out. What makes them change their color?
 - Describe what happens when your models is allowed to run over a long period of time (you may want to increase the speed).
3. Create the NetLogo model that will play the song **Twinkle Twinkle Little Star** once when the user of your model clicks a button. Give the user choices for the length of a quarter note in the song to be any of the following: 0.1, 0.2, 0.3, 0.4, 0.5 or 0.6 for the various TEMPO choices. Send the NetLogo model file as an attachment to jacobson@cs.uni.edu on or before the due date deadline. Use any musical instrument that you like.

Using the list approach is encouraged, but not required. See the <http://www.cs.uni.edu/~jacobson/025/logo/bday.html> page for more details. And use the class handouts.

Much improved use of NetLogo to "sing" Happy Birthday

```

extensions [sound]

to playHappyBirthday
  ( foreach [ 60 60 62 60 65 64 60 60 62 60 67 65 60 60 72 69 65 64 62 70 70 69 65 67 65 ]
    [ .3 .1 .4 .4 .4 .8 .3 .1 .4 .4 .4 .8 .3 .1 .4 .4 .4 .4 .3 .1 .4 .4 .4 .8 ]
    [
      playNote ?1 ?2
    ]
  )
end

to playNote [ theNote theLength ]

  sound:start-note "TRUMPET" theNote 65
  wait theLength
  sound:stop-note "TRUMPET" theNote
end

```