Christian

Ms Reider

Z

```
breed [fish a-fish]

to setup

  ask patches [set pcolor blue]
  ask patches with [distancexy 0 0 < 12] [set pcolor 9]
  create-female-bears 1 [set shape "mpb" set size 2.5 set energy 250]
  create-male-bears 1 [set shape "mpb" set size 2.5 set energy 250]
  create-fish 100 [set shape "fish" set size .75 move-to one-of patches with [pcolor = blue]]
  reset-ticks
end

to go
  ask female-bears [
    if [pcolor] of patch-ahead 1 = blue [go-fish]
    if [pcolor] of patch-ahead 1 != blue [forward 1]
    set energy energy - 1
    set label-color black
    set label energy
    if energy <= 0 [die]
    if energy >= 1000 [reproduce]
  ]
  ask male-bears [
      if [pcolor] of patch-ahead 1 = blue [go-fish]
    if [pcolor] of patch-ahead 1 != blue [forward 1]
    set energy energy - 1
    set label-color black
    set label energy
    if energy <= 0 [die]
    if energy >= 1000 [fertilize]
  ]
```

```
 ask fish [
    if [pcolor] of patch-ahead 1 = blue [left random 30 right random 30 forward 1]
    if [pcolor] of patch-ahead 1 != blue [set heading heading + 160 + random 41]
    if random 1000 <= 3 [hatch 1 [set heading heading + 160 + random 41]]
  ]
  tick
end

to go-fish
  if any? fish in-radius 2 [set energy energy + 250 ask one-of fish in-radius 2 [die] set heading
heading + 160 + random 41]

end

to reproduce
  if any? male-bears in-radius 5 [ set energy energy / 2 ask one-of female-bears in-radius 5
[hatch 1] set heading random 360]
end

to fertilize
  if any? female-bears in-radius 5 [ set energy energy / 2]
e
nd
```

Emily

Lucia

Fiona

Ayla

Aylas button File-model library-circular path example

Set size 10 then set angle 90 then wait 10 seconds then change angle to 36
Put speed on top super fast to fastest

Ben

```
 breed [platypuses platypus]
breed [fish a-fish]
turtles-own [energy]


to restart
  clear-all
  create-platypuses 3 [set energy 1000
    set size 5
    set shape "platypus"
    set heading 0
   set energy energy - 1
    set label-color black
    set label energy

  ]

  ask turtle 0 [fd 5]
ask  turtle 1
  [bk 3]


  ask patches [set pcolor one-of[ 75 85 95]]
  ask patches with [distancexy 0 0 < 9] [set pcolor one-of[ 55 56]]

  create-fish 100
  [set shape "fish" setxy -12 -0]


  reset-ticks

end
to start
  wait 1 ask turtles[ if (pxcor = 16 or pxcor = -16) or (pycor = 16 or pycor = -16) [ rt 90 rt random
180 fd 5]]
```

```
   ask fish [if ([pcolor] of patch-ahead 1 = 75) or (([pcolor] of patch-ahead 1 = 85) or  ([pcolor] of
patch-ahead 1 = 95)) [left random  30 right random 30 forward 1]
 if ([pcolor] of patch-ahead 1 = 55) or ([pcolor] of patch-ahead 1 = 56) [set heading heading +
160 + random 41]]
  ask fish [if ((pxcor = 16) or (pxcor = -16)) or ((pycor = 16) or (pycor = -16)) [rt 180]]
  ask platypuses [repeat 100 [right random 360 lt random 360 fd random 10]]
  eatfish
  every .5 [ask platypuses [set energy energy - 50
    set label energy
    if energy <= 0 [die ]]]
  every 1[ask n-of  2 fish [hatch 1]]
    every 15[ask n-of  1 platypuses [hatch 1]]
end
to eatfish
  ask platypuses [
    if any? fish in-radius 1 [
      set energy energy + 250
      set label energy
      ask one-of  fish in-radius 1 [die]
  ]  set heading heading + 160 + random 41]
end
```

Ivy

```
to adjust-energy
  ask femalecoyotes [
    set energy (energy - 10)
    if (any? rabbits-here) [set energy (energy + 100) ask one-of rabbits-here [die]]
    if energy < 0 [die]

  ]
  ask malecoyotes [
    set energy (energy - 1)
    if (any? rabbits-here) [set energy (energy + 100) ask one-of rabbits-here [die]]
    if energy < 0 [die]
  ]
```

Joe

```
to joe
crt 2
  ask turtles [
set size 3
show turtle 0 fd 10
show turtle 3 left 90
fd 5
left 90
 right 45
fd 5
fd 5
left 45
fd 10
left 45
fd 10
left 45
fd 5
  ]
end
observer> crt 4
turtles> set size 2
turtles> rt random 8000
turtles> pendown
turtles> rt random 9001
turtles> rt random 5
turtles> rt 42069
turtles> rt 56064
turtles> lt 720900
turtles> lt 3 rt 90 rt 5000600800402
turtles> lt 67890
turtles> lt 615
turtles> rt 543403940883548
turtles> lt 6666675078904038
turtles> lt random 1000099999999999
turtles> rt random 423987600001237
turtles> lt random 8045308768393800
turtles> set shape "wolf"
turtles> set color 54
turtles> set color random 8000000000
turtles> set color random 9000002
```

turtles> rt 400056

Erin

Breed [sheep a-seep]
Breed [people person]
Turtels-own [energy]

To restart
  Clear-all
  Create-tertles 1 [
      Set size 3
      Set color gray
      Set heading 10
      Set shape “mr tiger!”
   ]
   Create-tertles 15 [
       Set shape “sheep”
       Set color pink
    ]
    Creat-tertles 15 [
       Set shape “person”
       Set color blue
     ]end

Lucia!!

ask arctichares[if any? arcticfoxes-here [if random 100 < 60[die]]]

Alessandra

left 135
fd 3 left 90 fd 4 wait 0.25 left 90 wait 0.2 left 90 wait 0.2
left 90 wait 0.2 left 90 wait 0.2 left 180 wait 0.1 left

ROgYbv!!! (Please Download D:)

wait 0.25 ask patches [set pcolor red]
wait 0.25 ask patches [set pcolor orange]
wait 0.25 ask patches [set pcolor yellow]
wait 0.25 ask patches [set pcolor green]
wait 0.25 ask patches [set pcolor blue]
wait 0.25 ask patches [set pcolor violet]

Cai

Rogue attack: fd 10 right 45 fd 15 right 5 fd 20 right 40 fd 40 left 68 fd 21 left 72 forever
Sneak attack: bk 1 wait 2.1 fd 10 right 90 bk 1 wait 2.1 fd 10
Dont press this button: die
Sonic speed jumping: fd 2 bk 2 fd bk 2 forever
Christian‘s button 1: facexy 10 7 fd 1 forever (the speed must be slow so you can touch the second button before the turtle touches the patch(es))
Christian’s button 2: left 90 fd 10 (you must press this before the turtle touches the patch)

Ethan

```
to restart
  clear-all
  create-turtles 1
  ask turtles
  [
    set size 3
    set color white
    set heading 0

  ]
  ask patch 10 7 [set pcolor green]
end

to go
  ask turtles [facexy 10 7 fd 5 fd 6 right 20 wait 0.5 left 30 ]
  wait 1.5
  ask patches [set pcolor black ]
  wait 1.5
  ask turtles [right 180 wait 3 fd 10 fd 10 wait 1.0 facexy 10 7]
  wait 1.5
  create-turtles 1 [facexy 10 7]
```

```
wait 1.5
ask turtles [set color white set size 3]
wait 1.5
  create-turtles 1 [
    set color pink
    set size 2
    facexy 10 7
   ask patch 10 7 [set pcolor green]
    repeat 3 [
      fd 3
    wait 1.5
    ]
    fd 2
  ]
  ask patches [set pcolor black]
  ask turtle 2 [ set color white set size 3 ]
  wait 1.5
  ask turtles [die]
end
```

Gabe

```
  clear-all
  create-turtles 1
  ask turtles [
    set color white
    set size 3
    set shape "circle"
    set shape "face happy"
    fd 24
  ask patches [ set pcolor blue ]
  ask patches [ set pcolor green ]
  ]  left 2 right 5 fd 5 die
```

Ruti

```
To ant
create-turtles 1 [ set size 2.5 setxy -8 -5 ]
create-turtles 5 [rt random 80
fd 1 facexy 10 4 fd 10 wait .5 facexy -6 -4 fd 20]
To owl
```

```
fd 15
wait .5
bk 5
to lucia
   if any? turtles in-radius 7 [face one-of turtles in-radius 7 bk 8]
End

to joe
  while [pcolor = red] [ask one-of turtles in-radius 1 [die]]
end
To 0
pd
repeat 10 [
fd 5
set heading heading + 45]
set heading heading + 1

To 3
pd

facexy 16 16
fd 20
set heading 180
fd 14
set heading 270
fd 14

To 4
pd
repeat 2 [

fd 10

set heading heading + 90
fd 15

set heading heading + 90]

To 8

pd
repeat 10 [
fd 5
```

```
set heading heading + 45]
To 9
pd
repeat 5 [
fd 5
set heading heading + 40]

To 10
pd
repeat 5 [
fd 5
set heading heading + 35]
fd 2
To move

repeat 10 [wait .16 fd 1]
rt random 160
pd
To hi
crt 10
ask turtles [set shape "turtle"]
ask turtles [set size 4]
```

Bing

```
JOE CODE!
fd 14  die
```

XavierCreate trees

```
create-turtles 1 [set shape "tree" setxy -8 3]

Color change do it first ask turtle 0 [set color white]
ask turtle 1 [set color brown]
ask turtle 2 [set color gray]
ask turtle 3 [set color brown]
Spread do it second right random 360
forward random 360

  ask patches [set pcolor one-of[ 54 55 64 65]]
```

ask patches with [pxcor > 7 and pycor > 7] [set pcolor one-of [9.9 19.9 49.9]]

Deer movement

ask turtles with [shape = "male deer"] [forward random 10 wait random 1.5 right (random 135) - 67.5]

landscaping

```
ask patches with [pxcor = pycor][set pcolor [96 97 87]]
ask patches with [pxcor = pycor][set pcolor [96 97 87]]
ask patches with [pxcor = pycor][set pcolor one-of [96 97 87]]
ask patches with [pcolor = 96] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 96] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 96] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 97] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 97] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 97] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 87] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 87] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 87] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patches with [pcolor = 87] [ask one-of neighbors [set pcolor one-of [96 97 87]]]
ask patch 9 8 [set pcolor 87]
ask patch 10 9 [set pcolor 87]
ask patch 11 8 [set pcolor 87]
ask patch 8 9 [set pcolor 87]
end
```

Josiah Winston

Dolphin Circle

```
 fd 5
right 90
fd 10
```

philip

Movement do it last forward .5 wait .3 face one-of turtles forward 2 wait .1 facexy 10