

# CLASS III – COMPUTER APPLICATION

## REVISION POINTER

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### 1 COMPUTER LAB SAFETY & HEALTH RULES

#### 1.1 Proper Posture

- Sit upright and lean against the backrest.
  - Maintain proper posture while using a computer.
  - Place the **monitor at eye level**.
  - Do NOT place CPU or printer at eye level.
  - Keep screen dust-free for better vision.
  - Proper lighting reduces eye strain.
  - Do not spill liquids near computer.
  - Do not use faulty or damaged devices.
  - Use electrical equipment safely.
  - Tuck wires under desks or carpets for safety.
  - Go for regular eye check-ups.
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#### 1.2 Health Problems

##### RSI

- RSI stands for **Repetitive Strain Injury**.
- Caused by repeated movements like typing.
- Use **wrist guard** while typing.

##### Eye Strain

- Staring at screen too long strains our **eyes**.
- Can cause headache.

##### Back & Neck Pain

- Caused by not sitting upright.
  - Prevent by:
    - Keeping monitor at eye level.
    - Sitting straight.
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#### 1.3 Preventing Electric Fire

- Do not overload sockets.
  - Do not use damaged wires.
  - Use electrical equipment carefully.
  - Keep wires properly arranged.
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## 1.4 Electrical Devices

- **Socket** is an electrical device receiving a plug to make an electric connection.
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## 2 INTRODUCTION TO MSW LOGO

### 2.1 What is LOGO?

- LOGO is a programming language.
  - It gives instructions to the computer.
  - Instructions are called **Commands** or **Primitives**.
  - Used to draw shapes and patterns.
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### 2.2 Turtle in LOGO

- The shape of the turtle is **Triangle**.
  - The turtle obeys commands typed in the **Commander window**.
  - It moves according to the command.
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## 3 BASIC LOGO COMMANDS

### 3.1 Showing & Hiding Turtle

- **ST / SHOWTURTLE** → Show turtle
- **HT / HIDETURTLE** → Hide turtle

### 3.2 Pen Commands

- **PD / PENDOWN** → Draw line while moving
- **PU / PENUP** → Move without drawing
- **PE / PENERASE** → Erase lines
- **PENPAINT / PPT** → Paint pen again

After giving PU or PE, use **PENPAINT** to draw again.

Wrong commands:

- **REMOVE** ✗ (Not used to erase pen colour)
  - **Eraseline** ✗
  - **Eraser** ✗
  - **ErasePen** ✗
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### 3.3 Changing Pen Color

- Command:  
**SETPC 1**  
(SETPC means Set Pen Color)

Wrong:

- SET-PENCOLOR ✗
- PENCOLOR ✗
- STPC ✗
- COLORPEN ✗

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## 4 PRINTING TEXT IN LOGO

### 4.1 Print Command

- Command used to display word or sentence on screen:  
**PRINT**

**Example:**

```
PRINT "INDIA
PRINT [INDIA]
PRINT "Hello
PRINT [Hello]
PRINT [Vande Matram]
PRINT [I LOVE MY INDIA]
```

Wrong commands:

- WRITE ✗
- WRITETEXT ✗
- DISPLAY ✗
- PRINTTEXT ✗

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## 5 REPEAT COMMAND

- REPEAT command saves time.
- Used to draw shapes easily.

### Drawing a Square

Formula:

```
REPEAT 4 [FD length RT 90]
```

Examples:

```
REPEAT 4 [FD 100 RT 90]
REPEAT 4 [FD 150 RT 90]
REPEAT 4 [FD 200 RT 90]
REPEAT 4 [FD 300 RT 90]
```

## 6 MATH COMMANDS IN LOGO

- **SUM** → Adds two numbers
- **PRODUCT** → Multiplies two numbers
- **DIFFERENCE** → Subtracts numbers

Example:

PRINT SUM 20 30

Wrong statements:

- SUM is used to multiply ✗
  - SUM is used to get difference ✗
  - PRODUCT is used to add ✗
  - SUBTRACT is used to multiply ✗
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## 7 TRUE / FALSE

- ✓ Use electrical equipment with safety.
  - ✓ We should not use faulty devices.
  - ✗ REMOVE command is used to erase colour.
  - ✗ Always place CPU at hand level.
  - ✗ Always place printer at eye level.
  - ✓ SUM command is used to add numbers.
  - ✗ PRODUCT command is used to add numbers.
  - ✗ SUBTRACT command is used to multiply.
  - ✓ Sit upright and lean against backrest.
  - ✗ No need for regular eye check-ups.
  - ✓ PENERASE is used to erase lines.
  - ✗ STPC sets pen colour.
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## 📌 IMPORTANT COMMAND LIST (MEMORIZE)

### 1 PRINT

Used to display any word or sentence on the screen.

**Example:**

```
PRINT "HELLO
```

Or

```
PRINT [HELLO]
```

☞ The word HELLO will appear on the Commander Window.

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## 2 REPEAT

Used to repeat a command many times. It saves time.

### Example (Draw a Square):

```
REPEAT 4 [FD 100 RT 90]
```

☞ The turtle will draw a square.

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## 3 FD (Forward)

Moves the turtle forward.

### Example:

```
FD 50
```

☞ Turtle moves 50 steps forward.

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## 4 RT (Right Turn)

Turns the turtle to the right.

### Example:

```
RT 90
```

☞ Turtle turns 90 degrees to the right.

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## 5 PD (Pen Down)

Turtle draws a line while moving.

### Example:

```
PD
```

```
FD 100
```

☞ Turtle draws a 100-step line.

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## 6 PU (Pen Up)

Turtle moves without drawing a line.

### Example:

```
PU
```

```
FD 100
```

☞ Turtle moves forward but does NOT draw.

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## 7 PE (Pen Erase)

Erases lines while moving.

### Example:

```
PE
```

```
FD 50
```

☞ Turtle erases 50 steps of line.

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## 8 PENPAINT (PPT)

Used after PE or PU to draw again.

### Example:

```
PENPAINT
```

```
FD 50
```

☞ Turtle starts drawing again.

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## 9 SETPC (Set Pen Color)

Changes the color of the pen.

**Example:**

```
SETPC 1
```

☞ Changes pen color (1 = Blue in many versions).

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## 10 HT (Hide Turtle)

Hides the turtle from the screen.

**Example:**

```
HT
```

☞ Turtle disappears.

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## 11 ST (Show Turtle)

Shows the turtle again.

**Example:**

```
ST
```

☞ Turtle appears on screen.

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## 12 SUM

Adds two numbers.

**Example:**

```
PRINT SUM 20 30
```

☞ Output will be 50.

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## 13 PRODUCT

Multiplies two numbers.

**Example:**

```
PRINT PRODUCT 5 4
```

☞ Output will be 20.

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## 14 SUBTRACT

Subtracts one number from another.

**Example:**

```
PRINT DIFFERENCE 10 3
```

☞ Output will be 7.

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## ★ IMPORTANT POINTS TO REMEMBER

- ✓ Monitor at eye level
- ✓ Wrist guard while typing
- ✓ RSI = Repetitive Strain Injury
- ✓ PRINT command displays text
- ✓ REPEAT saves time
- ✓ PENERASE erases line
- ✓ PENPAINT draws again
- ✓ SETPC changes colour
- ✓ SUM adds numbers.
- ✓ Turtle works in Commander window