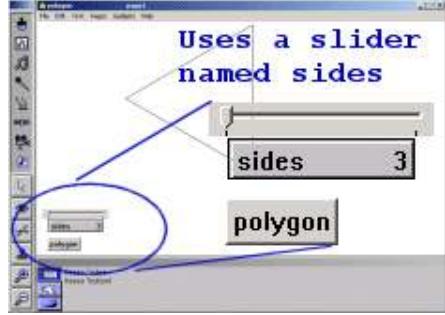
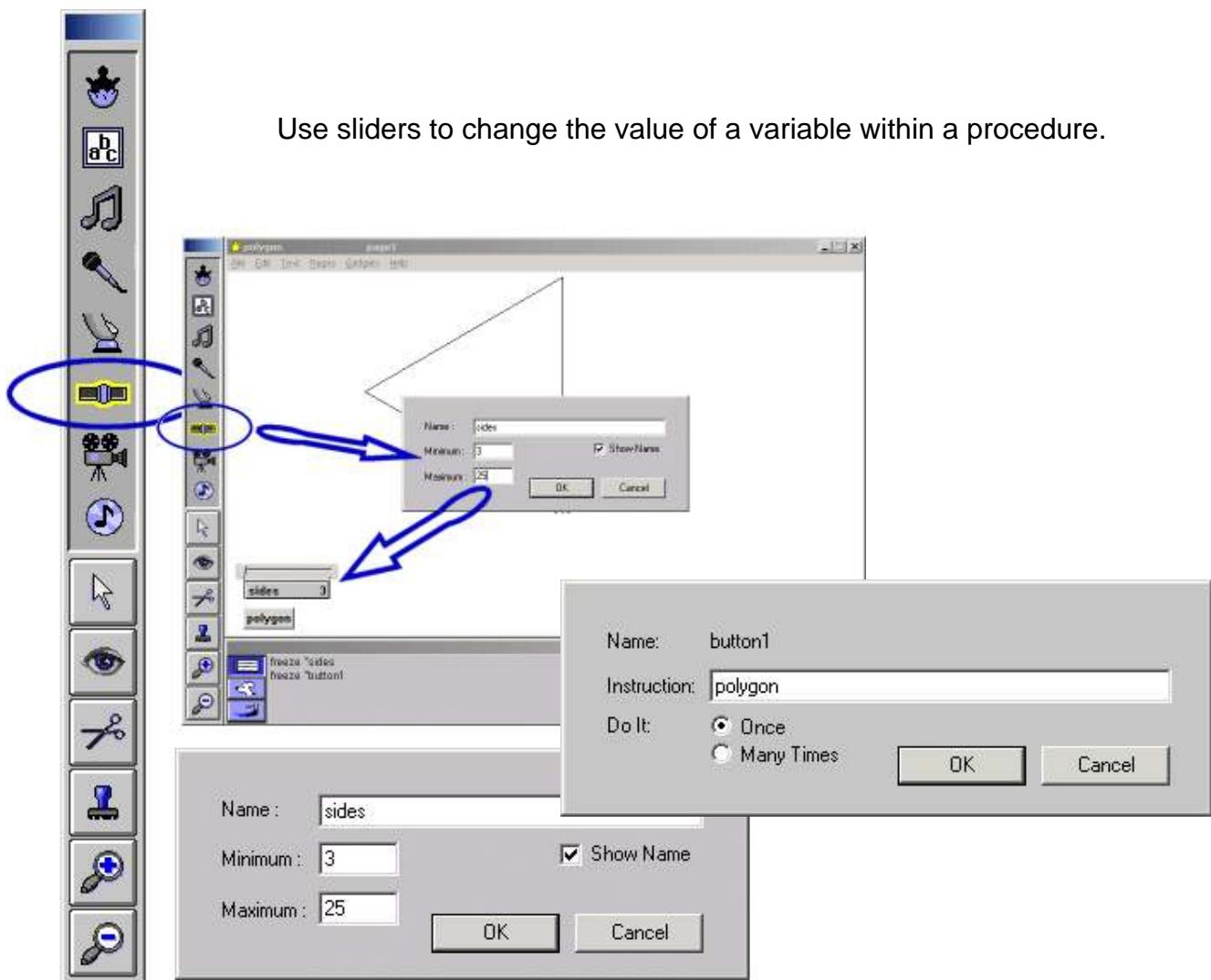


# Sliders



```
to polygon
  cg
  pu
  setpos [20 -60] ; move the turtle
  pd
  repeat sides [
    fd 800 / sides ; move 800 / sides°
    lt 360 / sides ; lt 360 / sides°
  ]
end
```

Note this procedure uses a slider named sides to change the number of sides in the polygon.



APA citation:

Russell, R. (2003, October 27). *Microworlds intro*. Retrieved October 27, 2003, from <http://uob-community.ballarat.edu.au/~rrussell/microworlds/index.html>