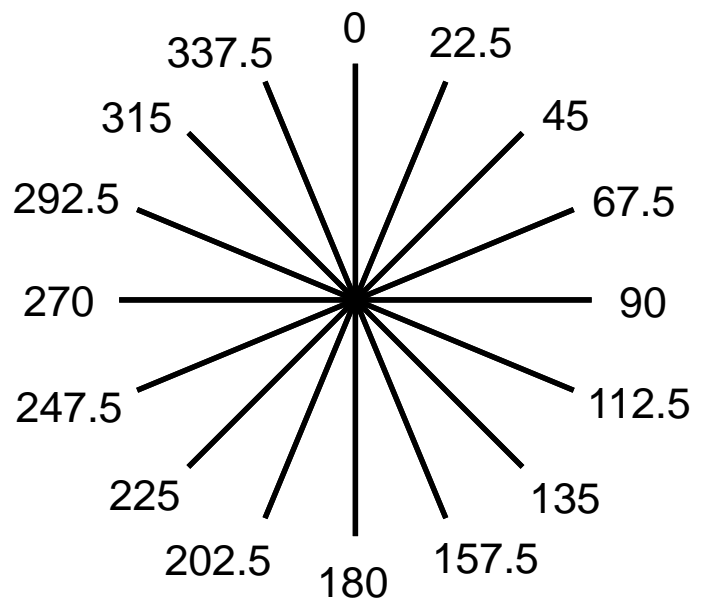# MicroWorlds LOGO Notes

seth *number*
Stands for set heading.
Sets the turtle's heading to
the specified direction
(in degrees). The degrees
correspond to those of a
compass: 0 degrees is
due North, 90 is East, 180
is South, and 270 is West.

Right and left turn a turtle
a number of degrees from its
current heading. Seth makes a
turtle point to a specific
direction, regardless of its
previous heading.

Procedures

A procedure in LOGO is a set of instructions that tell
The turtle how to perform an action.

Procedures always start with the keyword **to** and end with
The keyword **end**