1. Include a **screenshot** of an interesting design that your Logo app made and a **screenshot** of the code that created it. Press the power button and volume down at the same time to take a **screenshot**. ***Include this image and code in your write-up document, below.***
2. Describe in your own words, with a specific example from Logo, how our choice of abstractions (commands) in this lesson provides us with the ability to solve problems that couldn't be solved with the abstractions (commands) used in Logo Part 1.

**Portfolio Reflection Questions**

**Make a copy** of this document in your Portfolio Assignments folder and answer these questions in the spaces below. Once complete, turn in this assignment according to the steps given by your teacher.

[5.2 Logo Part 2 Curriculum Page](https://course.mobilecsp.org/mobilecsp/unit?unit=24&lesson=167)

Answer the following questions:

Be sure to provide **screenshots** along with your **explanations**.

1. Include a **screenshot** of an interesting design that your Logo app made and a **screenshot** of the code that created it. Press the power button and volume down at the same time to take a **screenshot**.

**Include this image and code in your write-up document, below.**

The lesson here is that our choice of abstractions, in this case the use of parameters in our Logo commands, affects the kinds of problems we can solve and how we solve them. That is, our choice of abstractions have an enormous impact on our algorithms. In addition, procedural abstraction (both with and without parameters) makes algorithms easier by raising the level of abstraction.

2. Describe in your own words, with a specific example from Logo, how our choice of abstractions (commands) in this lesson provides us with the ability to solve problems that couldn't be solved with the abstractions (commands) used in Logo Part 1.

**Answer**

|  |
| --- |
|  |