

Team Number: 025

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to setup ;setup clears the world and makes all the patches white so that the turtles show up better

```
clear-all
```

```
ask patches
```

```
[
```

```
  set pcolor white ; 30 contaminates shaped like turtles are created the 70 blue turtles represent pure water
```

```
]
```

```
create-turtles 15
```

```
[
```

```
  setxy random x-cor random y-cor ;all are set in random positions heading downward
```

```
  set heading 180
```

```
  set color 65 ;green turtles
```

```
  set shape "turtle"
```

```
  set size2
```

```
]
```

```
create-turtles 15
```

```
[
```

```
  setxy random x-cor random y-cor ;all are set in random positions heading downward
```

```
set heading 180
set color 15 ;red turtles
set shape "turtle"
set size2
]
create-turtles 15
[
setxy random x-cor random y-cor ;all are set in random positions heading downward
set heading 180
set color 45 ;yellow turtles
set shape "turtle"
set size2
]
create-turtles 70
[
setxy random x-cor random y-cor ;all are set in random positions heading downward
set heading 180
set color 96 ;blue turtles
set shape "turtle"
set size2
]
reset-ticks
end
```

to go ;the contaminates move randomly down the screen, like water contaminates would move through a filter

forward 1

right random 3

left random 3

end

;this is the filter section. It still needs some work

to filter1 ;filters out one type of contaminate

end

to filter2 ;filters out second types of contaminate

end

to filter3 ;filters out third type of contaminate

end