

STARLOGO NOVA New Project Remix Save Version Saved Run Code Logged in as Gordon RamsayV2 My Projects

Amount of Green 0 to 10 Amount of Blue 0 to 10 Amount of White 0 to 10 Amount of Black 0 to 10

Agents: The World Everyone Sun Solar Energy co2 car heat reflected energy Black White Green Blue + Add Breed

Agents List: create (s), delete, delete everyone, delete agent, scatter, scatter everyone, take camera, me, my parent, on collision with do

Show Traits

```

when Blue pushed
  create 50 Blue (s)
  each do
    scatter
    set my color to color blue
    set my size to Amount of Blue slider value x 2
    stamp color blue
    delete
  
```

StarLogo Nova is a project of the MIT Scheller Teacher Education Program

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Show Traits

```

when Green pushed
  create 50 Green (s)
  each do
    scatter
    set my color to color green
    set my size to Amount of Green slider value x 2
    stamp color green
    delete
  
```

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create (s) create (s) each do delete delete everyone delete agent scatter scatter everyone take camera me my parent on collision with do

Show Traits

```

when White pushed
  create 50 White (s)
  each do
    scatter
    set my color to colour white
    set my size to Amount of White slider value x 2
    stamp colour white
    delete
  
```

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create (s) create (s) each do delete delete everyone delete agent scatter scatter everyone take camera me my parent on collision with do

Show Traits

```

when Black pushed
  create 50 Black (s)
  each do
    scatter
    set my color to colour black
    set my size to Amount of Black slider value x 2
    stamp colour black
    delete
  
```

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create (s) create (s) each do delete delete everyone delete agent scatter scatter everyone take camera me my parent on collision with do

Show Traits

```

while forever toggled
  if my z <= 20
    up 1
  else
    delete
  
```

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create (s) create (s) each do delete delete everyone delete agent scatter scatter everyone take camera me my parent on collision with do

```

while forever toggled
  if my z <= 20
    up 0.5
  else
    delete
  
```

```

on collision with co2
do
  set my z to 0
  if random 0 to 99 <= 10
  create 1 heat (s)
  each do
    set my color to color red
    set my size to 0.5
    set my x to random 0 to 100 - 51
    set my y to random 0 to 100 - 51
    set my z to 0
  
```

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Heat Amount of Green Amount of Blue Amount of White Amount of Black

Agents: create (s) delete delete everyone scatter scatter everyone take camera me my parent on collision with do

The World Everyone Sun Solar Energy co2 car heat reflected energy Black White Green Blue + Add Breed

Show Traits

```

while forever toggled
  if clock >= 50
    call: drive

procedure: hatch car co2
  + add parameter
  create 1 co2 (s)
  each do
    set my color to color: gray
    set my shape to bubble shape: Water Molecule
    set my size to 3
  return nothing

procedure: drive
  + add parameter
  forward 1
  left by random 0 to 90 degs
  right by random 0 to 90 degs
  if random 0 to 90 <= 5
    call: hatch car co2
  return nothing
  
```

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Heat Amount of Green Amount of Blue Amount of White Amount of Black

Agents: create (s) delete delete everyone scatter scatter everyone take camera me my parent on collision with do

The World Everyone Sun Solar Energy co2 car heat reflected energy Black White Green Blue + Add Breed

Show Traits

```

while forever toggled
  call: hover
  call: decay

procedure: decay
  + add parameter
  if random 0 to 9999 <= 1
    delete
  return nothing





procedure: hover
  + add parameter
  if lxy z <= 12
    up 0.2
    forward 0.2
    left by random 0 to 44 degs
    right by random 0 to 44 degs
  return nothing

when Reset CO2 pushed er toggled
  delete
  if clock = 300
    delete
  if clock = 450
    delete
  if clock = 650
    delete
  if clock = 850
    delete
  if clock = 1050
    delete
  if clock = 1250
    delete
  
```

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Show Traits

Agents

create (s)

create (s)

each do (s)

delete

delete everyone

delete agent

scatter

scatter everyone

take camera

me

my parent

on collision with

do

```

while forever toggled
  if wpy z >= 0
    down 1
  else
    if random 0 to 99 <= 60
      call: hatch reflected energy
      delete
    else
      call: hatch heat
      delete
  procedure: hatch reflected energy
    + add parameter
    create 1 reflected energy (s)
    each do
      set my color to color: yellow
      set my shape to builtin shape: Sphere
      set my size to 1
    return nothing
  procedure: hatch heat
    + add parameter
    create 1 heat (s)
    each do
      set my color to color: red
      set my shape to builtin shape: Sphere
      set my size to 1
    return nothing
        
```

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Agents sidebar: create (s), delete, delete everyone, delete agent, scatter, scatter everyone, take camera, me, my parent, on collision with do

Show Traits

```

while forever toggled
  call: hatch solar energy

procedure: hatch solar energy
  + add parameter
  create 1 Solar Energy (s)
  each do
    set my x to random 0 to 100 - 51
    set my y to random 0 to 100 - 51
    set my color to color yellow
    set my shape to build in shape Sphere
    set my size to 0.5
    set my heading to random 0 to 359
  return nothing
  
```

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Agents: The World Everyone Sun Solar Energy co2 car heat reflected energy Black White Green Blue + Add Breed

Agents sidebar: create (s), delete, delete everyone, delete agent, scatter, scatter everyone, take camera, me, my parent, on collision with do, collides, count within s

Show Traits

```

when setup pushed
  clear terrain
  clear line graph Heat
  clear line graph co2 Levels
  set co2 from cars data box to 0
  set count heat data box to 0
  set Clock data box to 0
  delete everyone
  create 1 Sun (s)
  each do
    set my x to 0
    set my y to 0
    set my z to 25
    set my color to color orange
    set my size to 5
    set my shape to build in shape Sphere
  create Number of Cars slider value car (s)
  each do
    set my size to 3
    set my color to color blue
    set my shape to https://static.slnova.org/shapes/vehicles/lambo/lambo.o
    scatter
  when Hide CO2 Graph pushed
    hide CO2

while forever toggled
  Add data to line graph co2 Levels for co2 from cars
  count co2 within 200 steps with color color gray
  set co2 from cars data box to count co2 within 200 steps with color color gray
  set count heat data box to count heat within 200 steps
  set Clock data box to clock

when Show CO2 Graph pushed
  show CO2

when Hide Heat Graph pushed
  hide Heat
when Show Heat Graph pushed
  show Heat

when setup pushed
  clear line graph CO2
  set Clock data box to 0
  set clock to 0
  
```