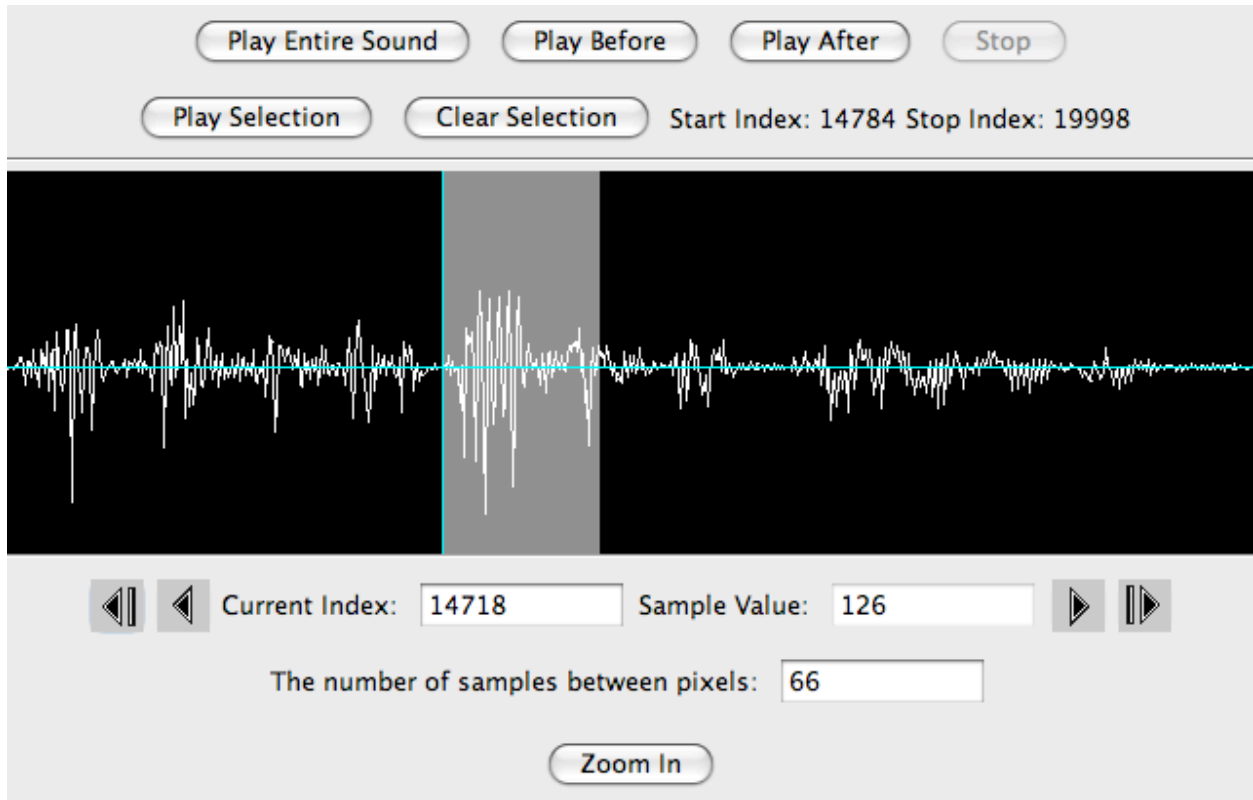


## Sound:

Given the sound that plays "down like her temperature, cause to me she zero degrees," shown below, how would you write a function that splices out just the word "temperature" and writes it to an empty sound? For convenience, "temperature" is the part of the wave that is currently selected.



## Turtles:

Write a short description of what each function below does.

What in the world?

makeWorld() \_\_\_\_\_  
makeWorld(width, height) \_\_\_\_\_  
makeTurtle(world) \_\_\_\_\_  
Turtle.drop(pic) \_\_\_\_\_  
getTurtleList(world) \_\_\_\_\_

Where is my turtle and how did it get there?

turtle.forward() \_\_\_\_\_

turtle.forward(x) \_\_\_\_\_  
turtle.backward() \_\_\_\_\_  
turtle.backward(x) \_\_\_\_\_  
turtle.moveTo(x,y) \_\_\_\_\_  
turtle.turnLeft() \_\_\_\_\_  
turtle.turnRight() \_\_\_\_\_  
turtle.turn(x) \_\_\_\_\_  
turtle.turnToFace(bob) \_\_\_\_\_  
turtle.turnToFace(x,y) \_\_\_\_\_  
turtle.getXPos() \_\_\_\_\_  
turtle.getYPos() \_\_\_\_\_  
turtle.getDistance(x,y) \_\_\_\_\_  
turtle.getHeading() \_\_\_\_\_  
turtle.setHeading(x) \_\_\_\_\_  
turtle.getXPos() \_\_\_\_\_

How can I make my turtle pretty (or handsome)?

turtle.hide() \_\_\_\_\_  
turtle.show() \_\_\_\_\_  
turtle.setColor(color) \_\_\_\_\_  
turtle.setShellColor(color) \_\_\_\_\_  
turtle.setBodyColor(color) \_\_\_\_\_  
turtle.setWidth(x) \_\_\_\_\_  
turtle.setHeight(x) \_\_\_\_\_  
turtle.isVisible() \_\_\_\_\_  
turtle.getShellColor() \_\_\_\_\_  
turtle.setShellColor() \_\_\_\_\_  
turtle.getWidth() \_\_\_\_\_  
turtle.getHeight() \_\_\_\_\_  
turtle.getName() \_\_\_\_\_  
turtle.setName("Lucy") \_\_\_\_\_  
turtle.toString() \_\_\_\_\_

How about that turtle's penmanship?

turtle.penUp() \_\_\_\_\_  
turtle.penDown() \_\_\_\_\_  
turtle.setPenColor(color) \_\_\_\_\_  
turtle.setPenWidth(x) \_\_\_\_\_  
turtle.getPenColor() \_\_\_\_\_  
turtle.getPenWidth() \_\_\_\_\_  
turtle.getPen() \_\_\_\_\_  
turtle.setPen(pen) \_\_\_\_\_  
turtle.setPenDown(boo) \_\_\_\_\_  
turtle.clearPath() \_\_\_\_\_