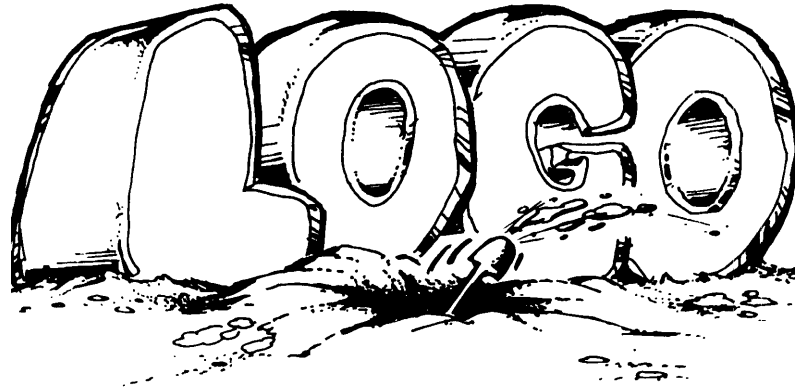# Chapter 12. What's Left

Believe it or not, you've just started to dig into Logo.

You've seen a lot. You have hopefully explored the many procedures and commands described in these pages. But keep one important thought in mind.

The procedures offered in this book and on the CD that comes with it are how others solved a problem. That doesn't mean that these solutions are the best way to do things. They may not be the easiest or the most efficient way. These are just places for you to start on your own adventures.

How many of your own rabbit trails did you discover?

Even though you may have found a bunch, there is so much more to discover. But at least now you have a few tools to use now.

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What's On Your CD

Seems we just got started and here we are. And there are so many other things to do. And what about all the other games and projects?

Well, there has to be something left for you to explore on your own. You can start with the procedures on the CD that came with this book. This is the part of Logo that Logy and Morf like best, exploring new ways to do things, finding new and better ways to make things work.

In fact, by now you can do just about anything you want with Logo. Doesn't that make you feel great!
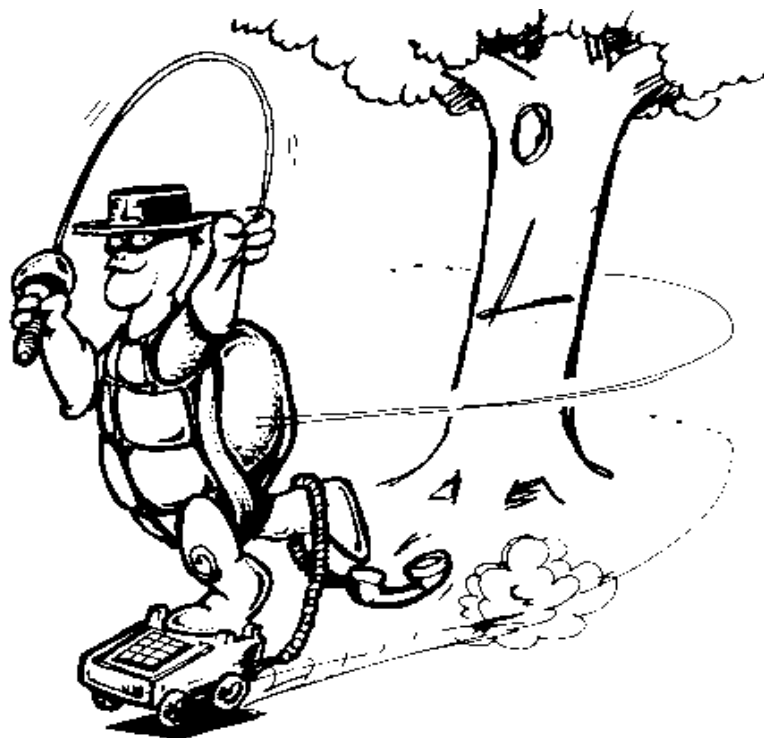
You'll find a number of interesting Logo sights on the Internet. There's Logy and Morf's Home Page at

http://www.cyberramp.net/~jmul

Send e-mail to jmul@cyberramp.net. Other addresses include:

http://www.softronix.com

for information on MSW Logo and other products from George Mills.

There is a Logo news group at comp.lang.logo. There's also an on-line Logo a discussion group. To subscribe, send

subscribe logo-l   to majordomo@gsn.org

Most important! What ever you do, enjoy your very own

GREAT LOGO ADVENTURE!

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What's Left