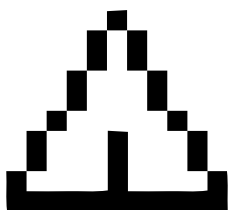


Turtlesoft

Turtle Graphics for Applesoft



Robert W. Gallup

DOS 3.3 version by Robert W. Gallup

ProDOS version by John Brooks

Produced by:

Brian Wiser & Bill Martens



Apple PugetSound Program Library Exchange

Turtlesoft: Turtle Graphics for Applesoft

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PRODUCTION

Brian Wiser → Design, Layout, Editing

Bill Martens → Screenshots, Production

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About Robert Gallup

Robert Gallup grew up with a love of technology. Enthralled by the adventures of Danny Dunn and Tom Swift, his first computer was a series of flip-flop circuits he hand-wired from salvaged transistors on pegboard for a science project. Of course, to operate it, he had to learn binary math which began his journey through computers and digital technology. In college, Robert learned to program using punched cards and mainframe computers. Later he volunteered for a science museum where he discovered the Apple II computer, using it to develop educational software for numerous exhibits.

In addition to technology, Robert has had a long interest in education. It was through this that he learned of Turtle Graphics, a hands-on approach to understanding geometry. At the same time, he was also diving into the details of Apple II firmware and graphics programming. From this union emerged *Turtlesoft*. Robert had used the cornucopia of respected resources available through A.P.P.L.E. and approached them to be his publisher. They agreed and *Turtlesoft*, the product, was born.

From roots in technology, Robert's world grew to include psychology and design. He now brings a diverse perspective and natural curiosity to his passion for imagining, inspiring, and building future products that enrich and empower through the nexus of people, design, and technology.

Robert has worked in startups and corporate empires. He's managed game development teams, prototyped intelligent hardware products, and helped design the user experience for a car computer and an online learning platform. He's developed online training, presented in corporate classrooms, and led small and large workshops covering programming and electronics.

Robert currently freelances in product design and prototyping. He also develops workshops and online courses covering hardware prototyping and programming using microcontroller platforms including Arduino and CircuitPython. He can be reached through his website: <http://robertgallup.com>

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