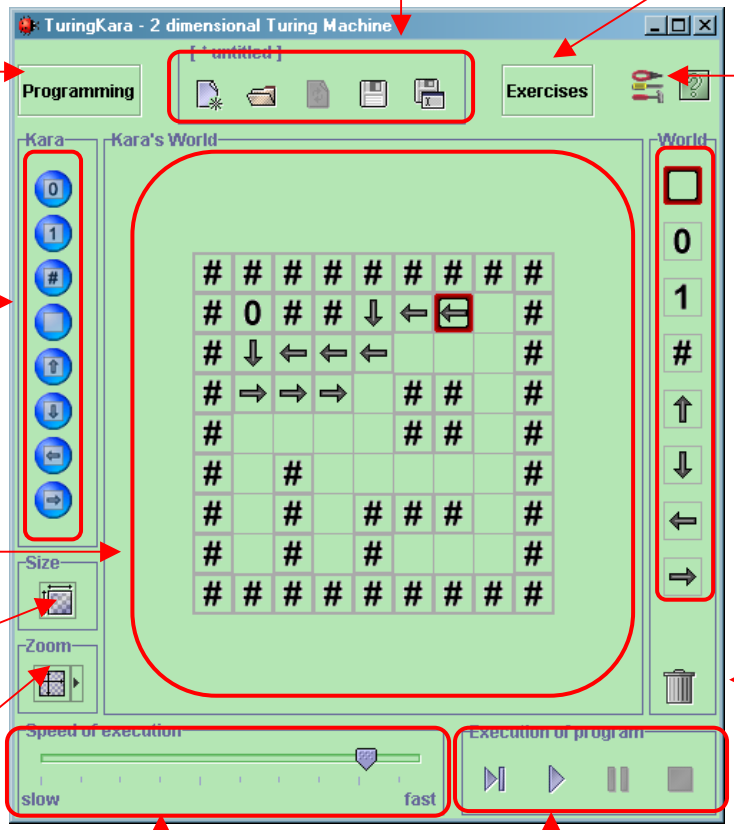
# The world of TuringKara




World: new, open, reload, save, save as

Show exercises window

Show program editor

Show prefereces dialog

Control TuringKara directly (write commands only)

Put objects in world:
- click & place, or
- drag&drop

world

Change world size

Zoom world view

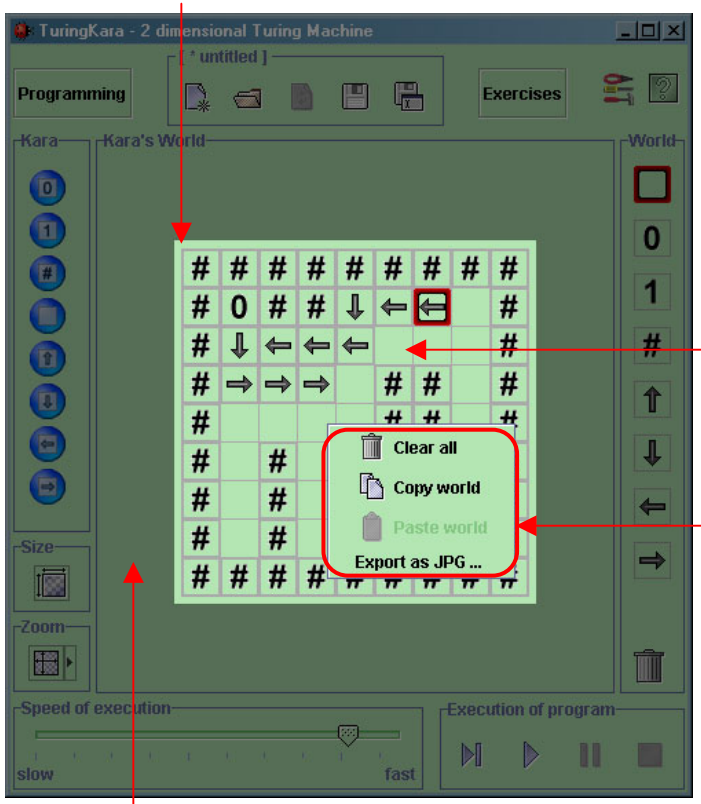
Remove objects from world:
Start drag on object, drop into bin

Speed of execution

Control program execution

# The world of TuringKara

Move visible part of world view:
- press left mouse button, move mouse
  (works only when world view is bigger than visible area)




Move objects in world
using drag&drop

Open context menu
by right-clicking the mouse

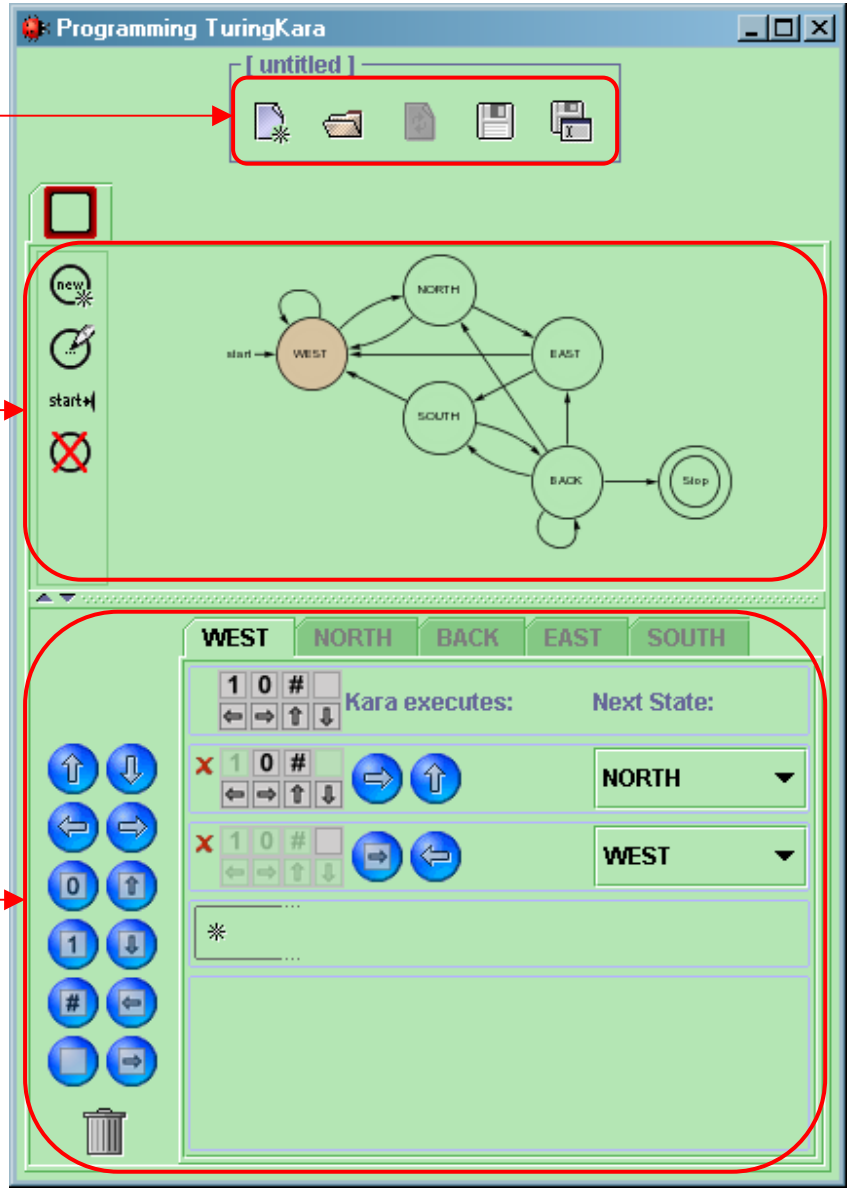
Zoom world view:
- press middle mouse button, move mouse, or
- press left mouse button plus the ALT key, move mouse

# TuringKara's program editor

Program: new, open, reload, save, save as

states overview diagramm

state table view

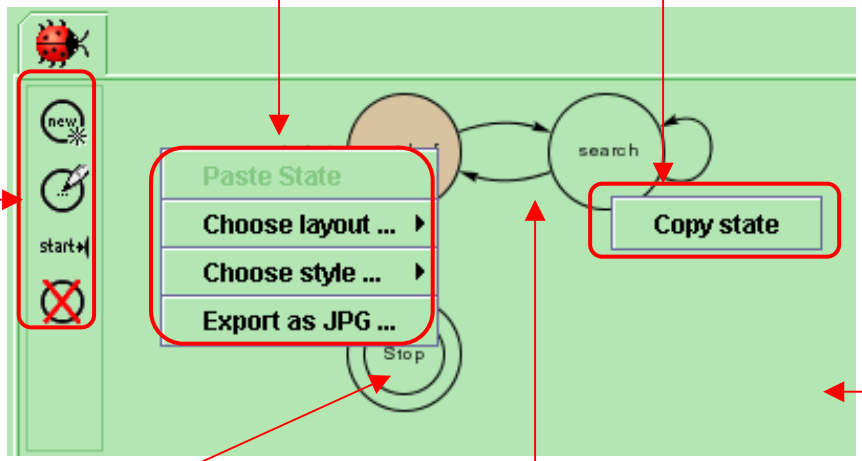


# States overview diagram

Open state machine menu
by right-clicking mouse
in background

Open state menu
by right-clicking mouse
on state

State: new,
edit,
set as start state,
delete

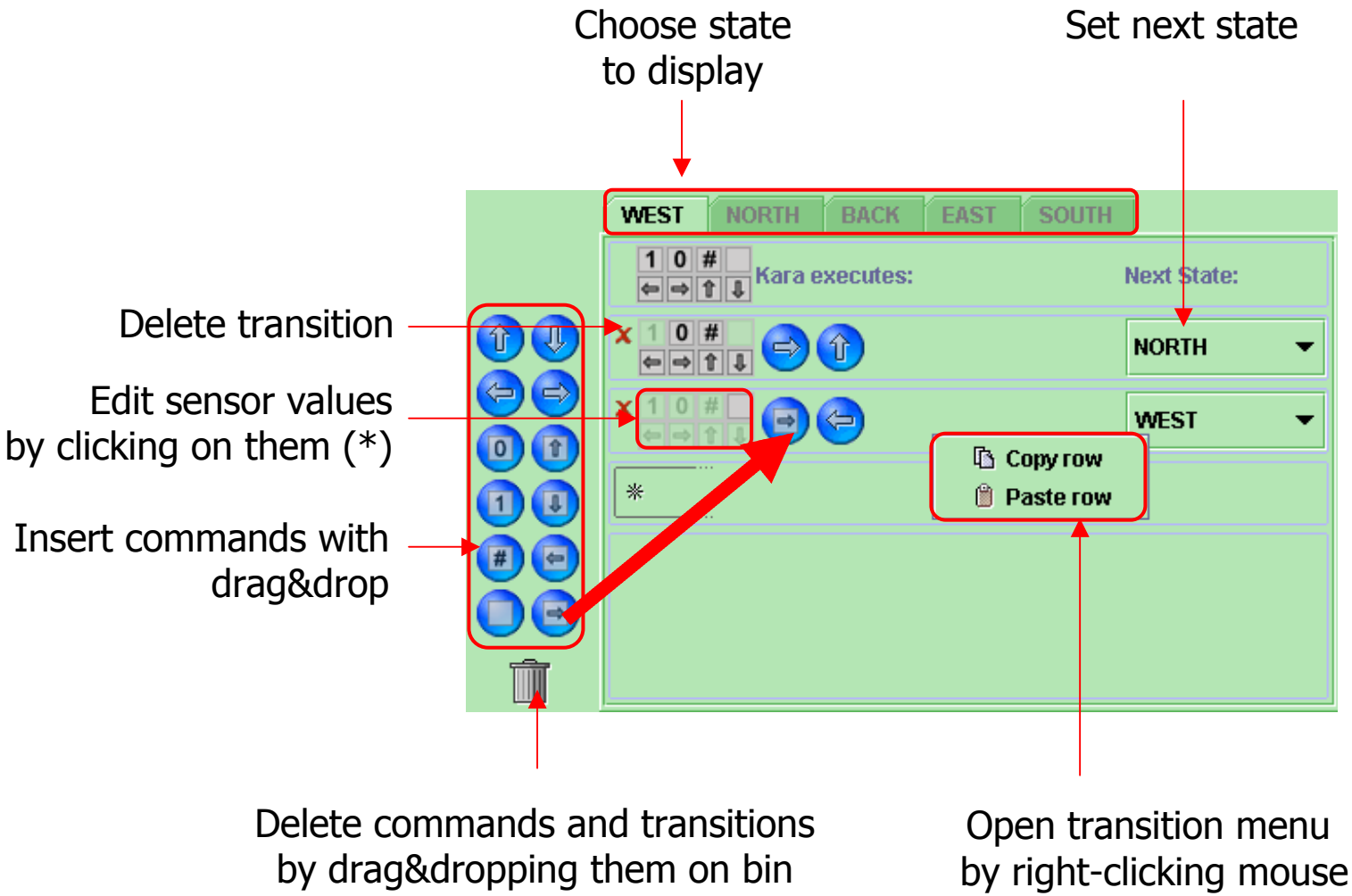



Zoom and move
view as in world
view

Move state:
left-click on state, move
mouse with button pressed

Create new transition:
1. left-click on border of state
2. move mouse with button pressed to target state
3. release mouse button

# State table view




(*) **Note:** The sensors test if the corresponding smybol is underneath the read-/write-head. If **any** of the sensors returns „yes", then the transition will be chosen.