# Input

Inputs are pieces of information that Logo Blocks knows about. You use this information with blocks or procedures you write. The information can be numbers, letters, collections of words, colors, and much more, as you will see. You are already familiar with some of them.


The *mouse position* block reports the position of the mouse. It is a list of two numbers: its x-coordinate and its y-coordinate. Here is an example of how you could use it.
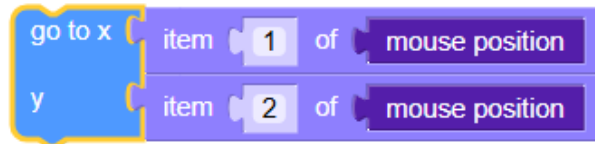
Can you figure out how to use this code and the *forever* block to draw with the mouse?
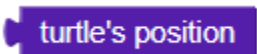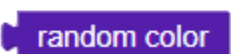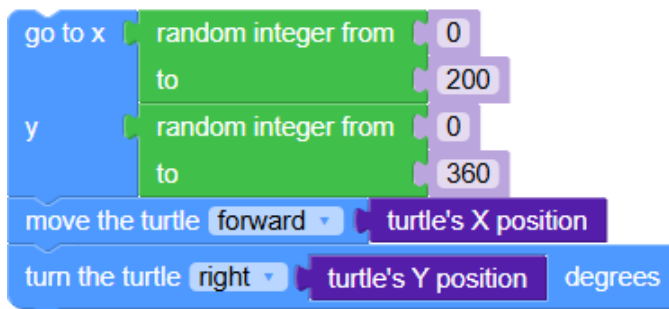

This is similar to the block that reports the position of the turtle: a list of two numbers representing its x- and y-coordinates.
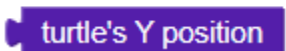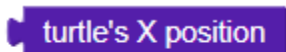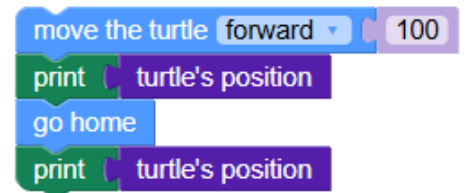
Using these two blocks, you can work the turtle's x- and y-coordinates independently.

Here is a way to draw some random turtle art! Click the **Run** button many times to see the drawing, or put these blocks inside a *repeat* block.

You've already met these color blocks. They are included in the **Draw** category as well. Because they serve as inputs, they are included here, too.