course_1_assessment_4

Due: 2018-11-25 01:16:00

Description: Assignment for the first week.   Score: 0.0 of 1 = 0.0%

Questions

Score: 0.0 / 1

Comment: autograded

Write a program that uses the turtle module to draw something. It doesn't have to be complicated, but draw something different than we have done in the past. (Hint: if you are drawing something complicated, it could get tedious to watch it draw over and over. Try setting `.speed(10)` for the turtle to draw fast, or `.speed(0)` for it to draw super fast with no animation.)

| Save & Run | Load History | Show CodeLens |

```
1  import turtle
2
3  wn = turtle.Screen()
4  wn.bgcolor("black")
5  bob = turtle.Turtle()
6  bob.color("yellow")
7  bob.speed(10)
8  for n in range(90):
9      for i in range(4):
10         bob.forward(50)
11         bob.right(90)
12
13     bob.up()
14     bob.left(45)
15     bob.forward(5)
```

ActiveCode (assess_ps_01_09)

Score Me